



“Hot Diggity Doom”
(Finale: Part 1)
1025-203
Original Board



Date 07/03/14

☒ Board Team Final 07/03/14

☐ Network Approval Board

☐ Record Board

☐ Animatic Scan Board

☐ Conformed Board

☐ Design Board

☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

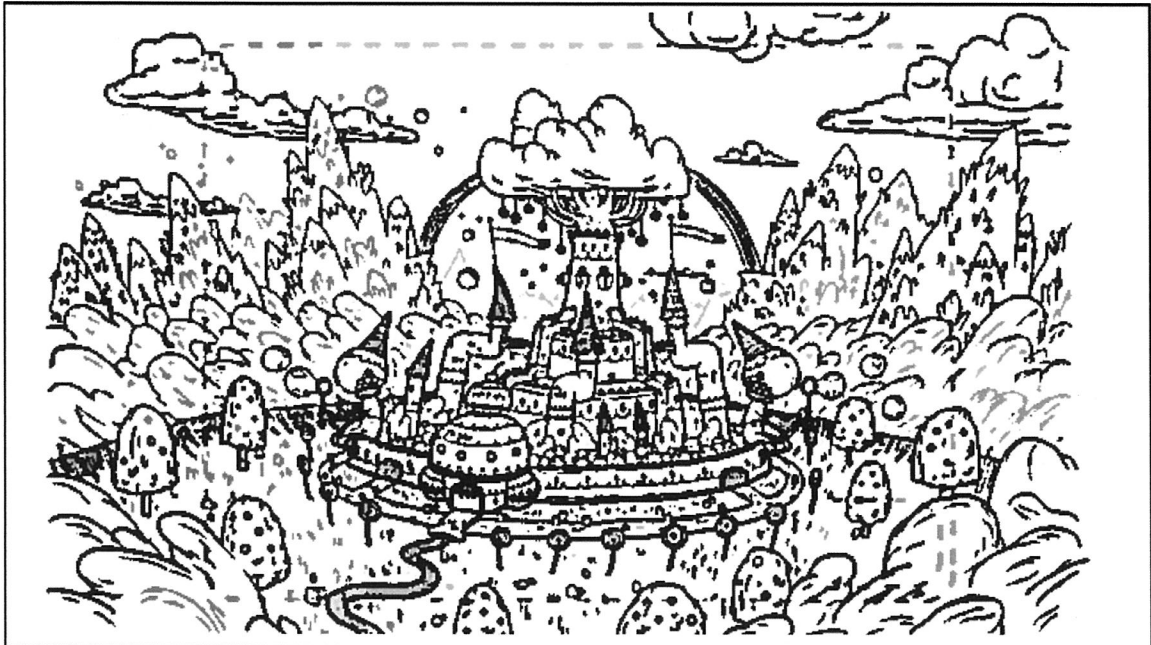
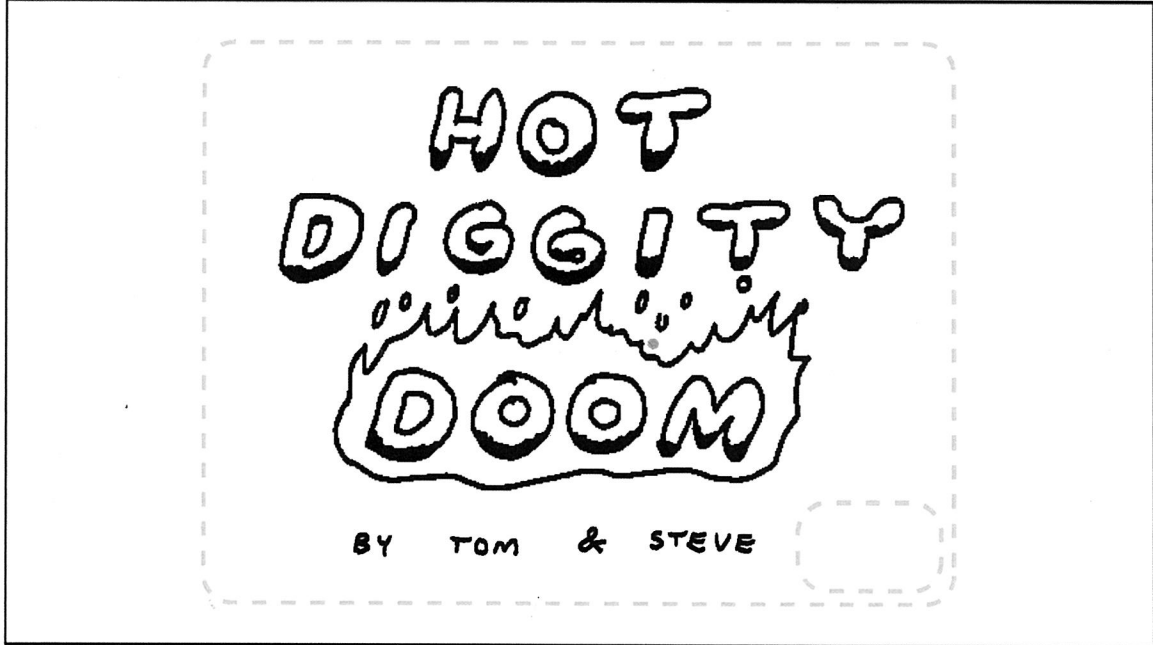
Storyboard by
Tom Herpich
& Steve Wolfhard

Animation Studio
SAEROM

ADVENTURE TIME



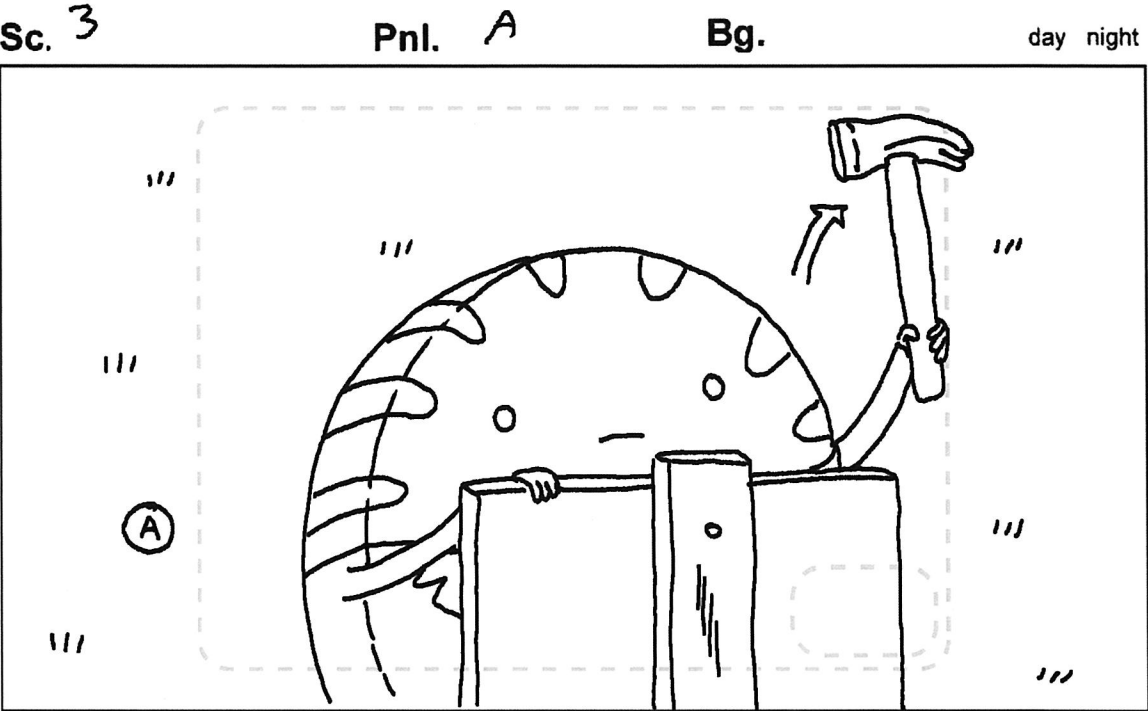
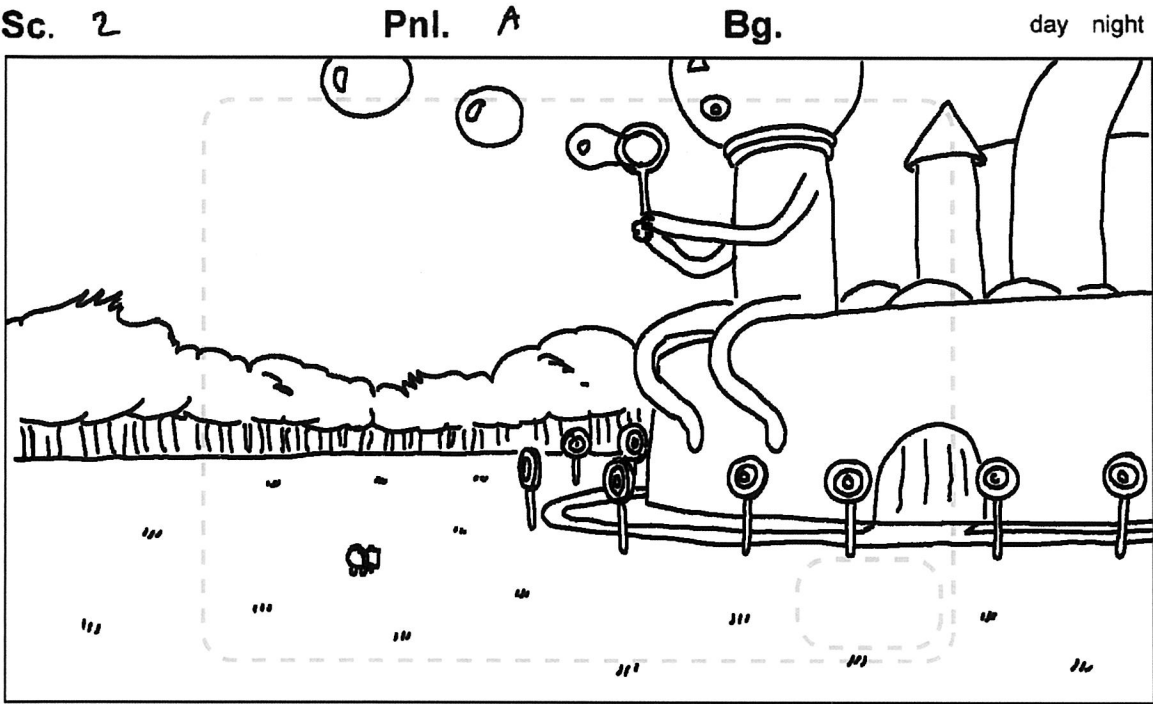
Sc. / Pnl. / Bg. day night Sc. 1 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-203
Production :

ADVENTURE TIME



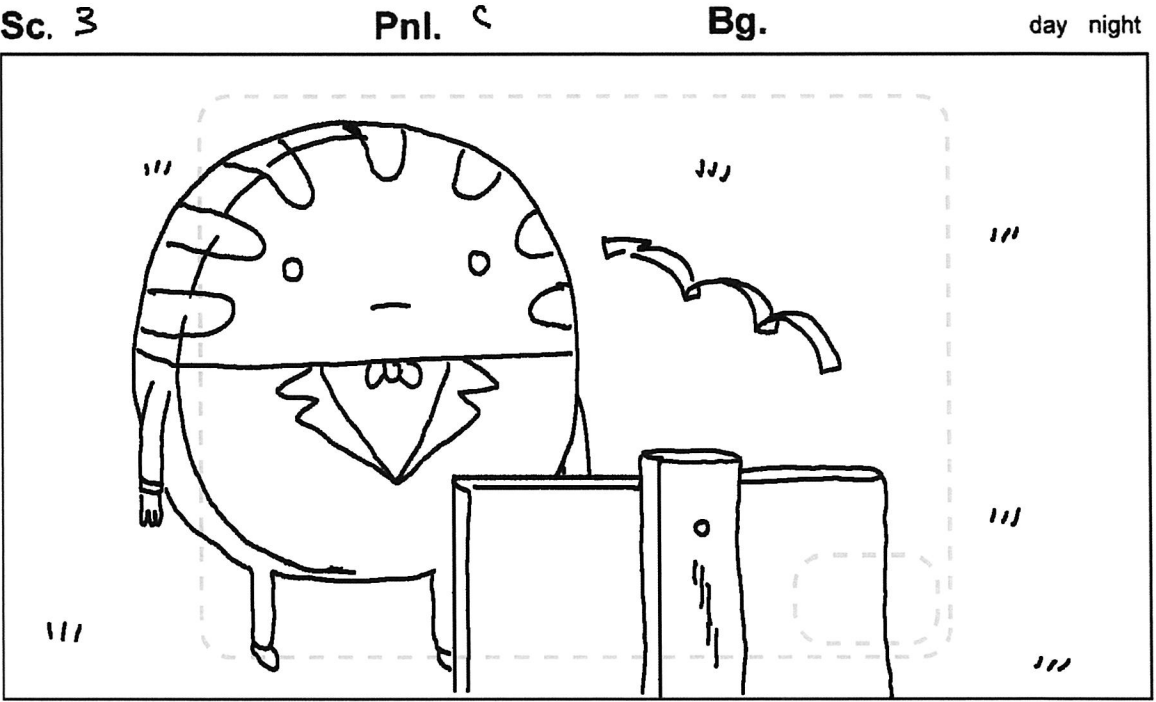
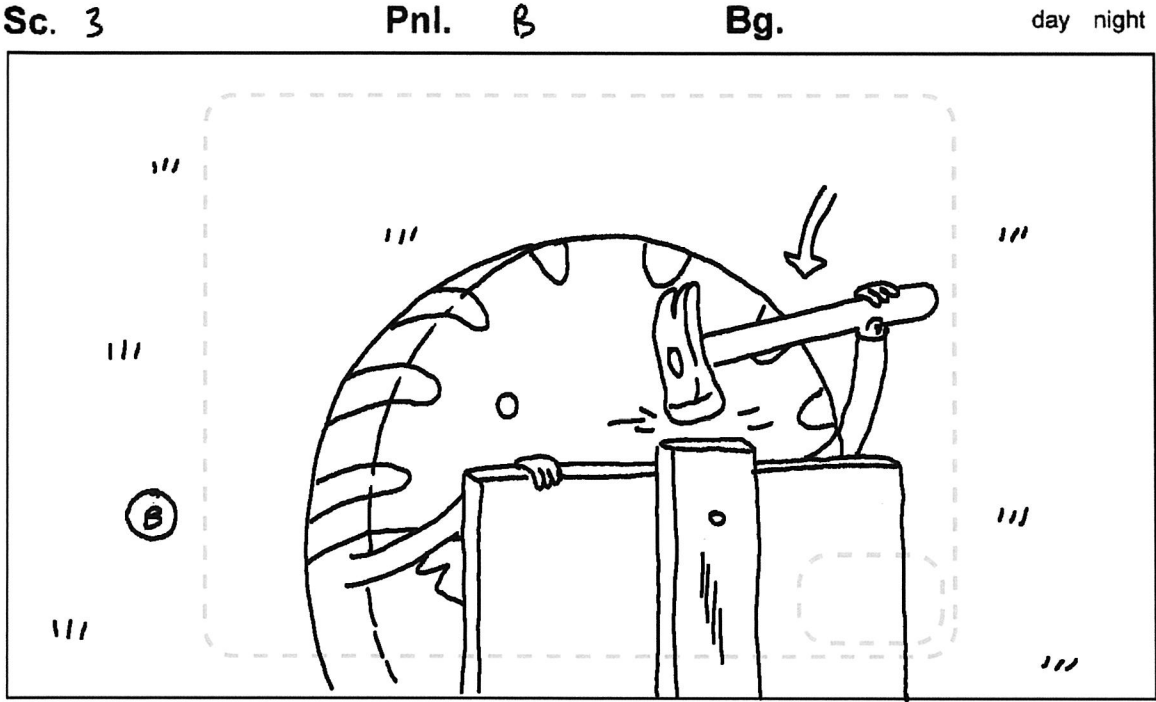
Dialog:
Action:
Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(SFX) KNOCK!!

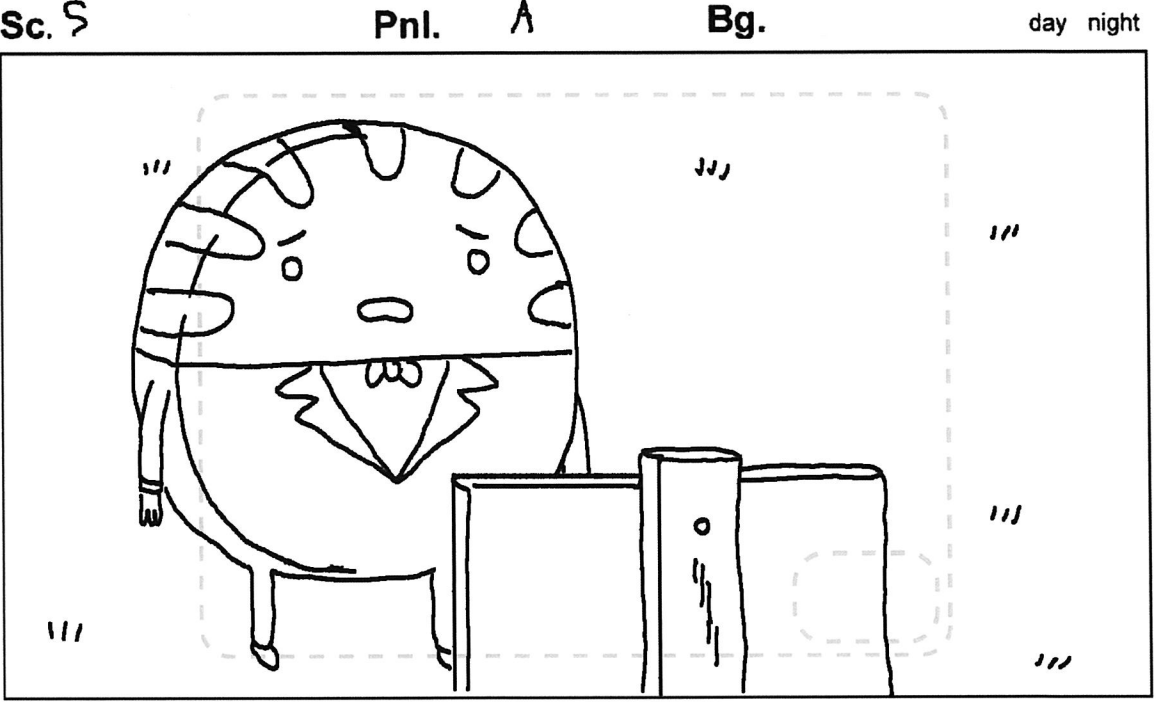
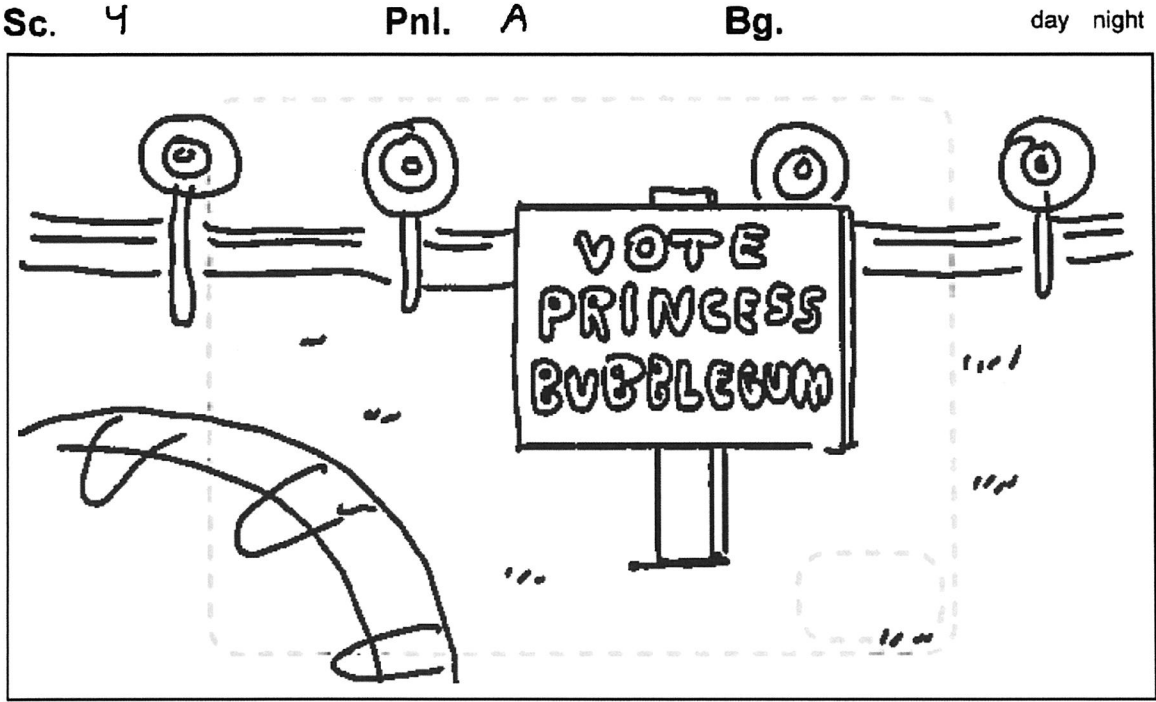
Action:

AB , AB , AB

BACKS UP

Timing:

ADVENTURE TIME



Dialog:	<p>PEP / SIGH</p>
Action:	
Timing:	

1025-203

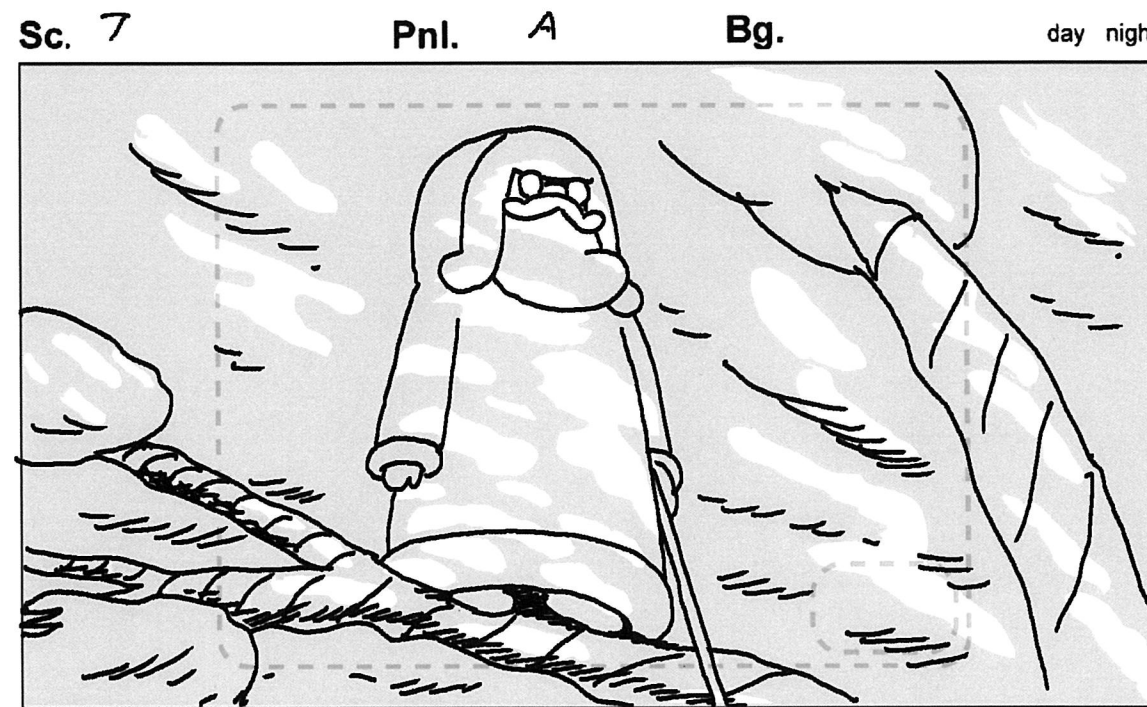
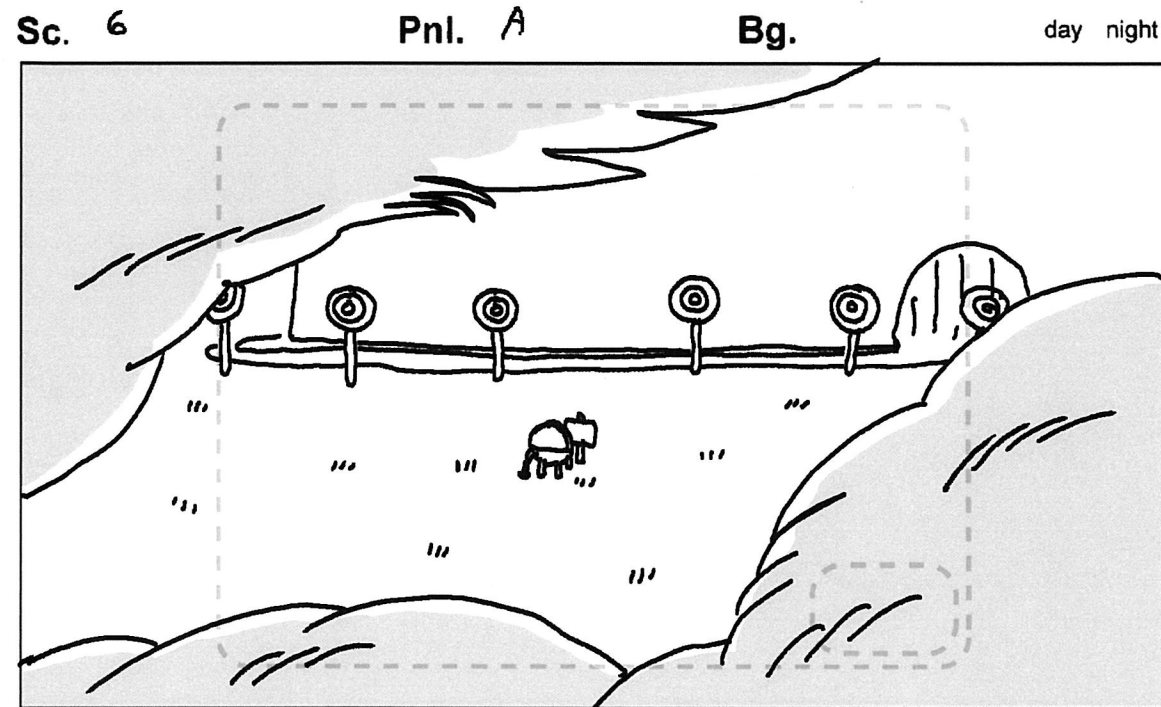
EPISODE #

Production :

ADVENTURE TIME



Page 5



Dialog:

ⓧ / :: BREATHING ::

Action:

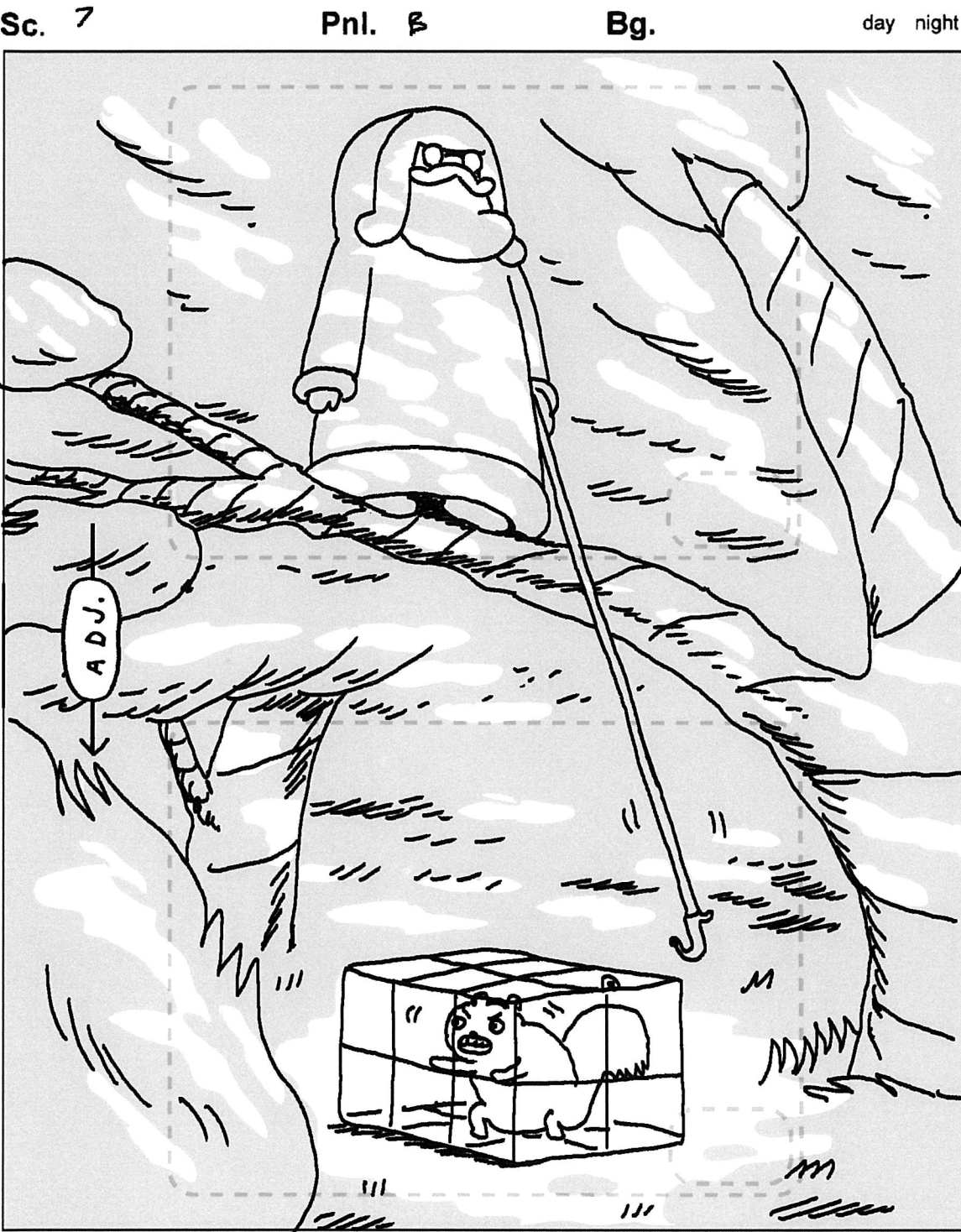
HANDHELD CAMERA .

Timing:

1025-203

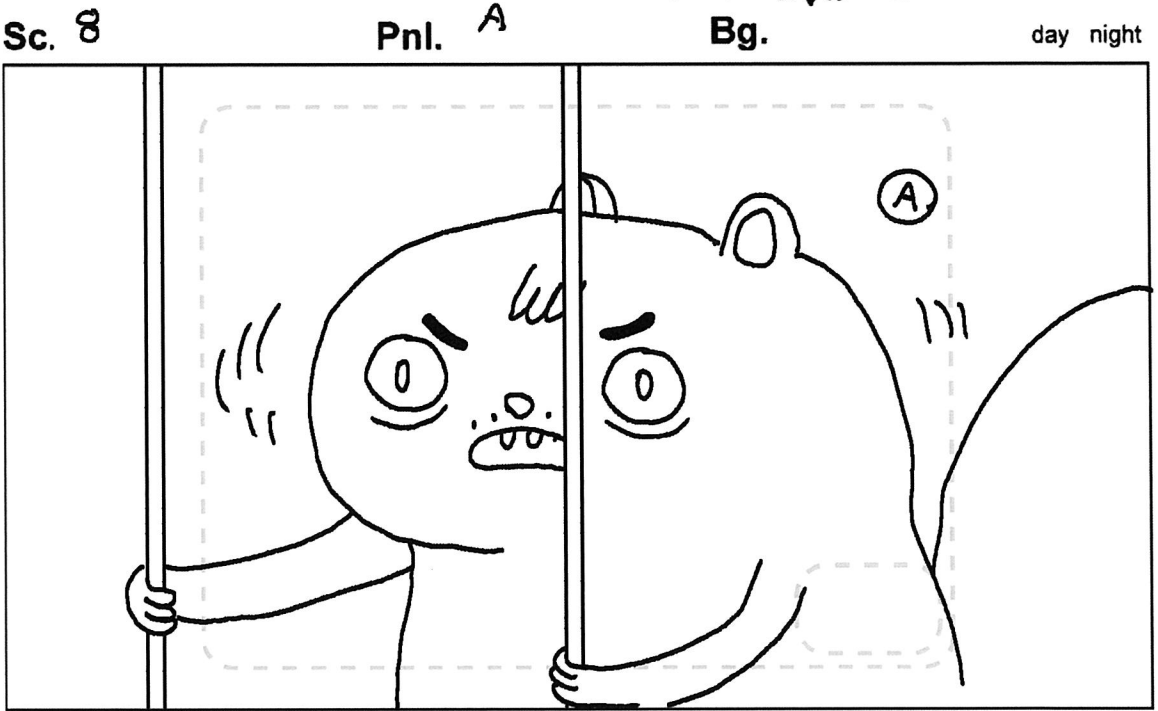
EPISODE #

Production :



ADVENTURE TIME

Page 6



S/ R R R R R

RATTLING THE BARS
A B A B A B A etc.

ADVENTURE TIME



Sc. 8	Pnl. B	Bg.	day night	Sc. 8	Pnl. C	Bg.	day night

Dialog:	RAAH!!!!!!
Action:	POKED
Timing:	

ADVENTURE TIME



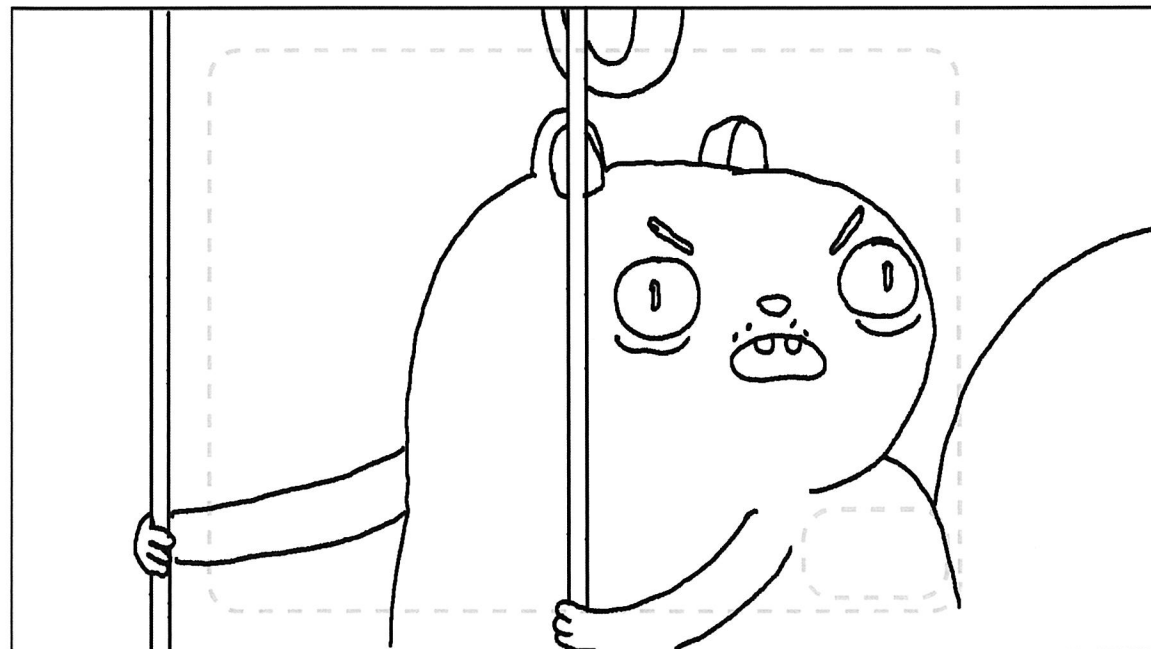
Page 8

Sc. 8

Pnl. D

Bg.

day night

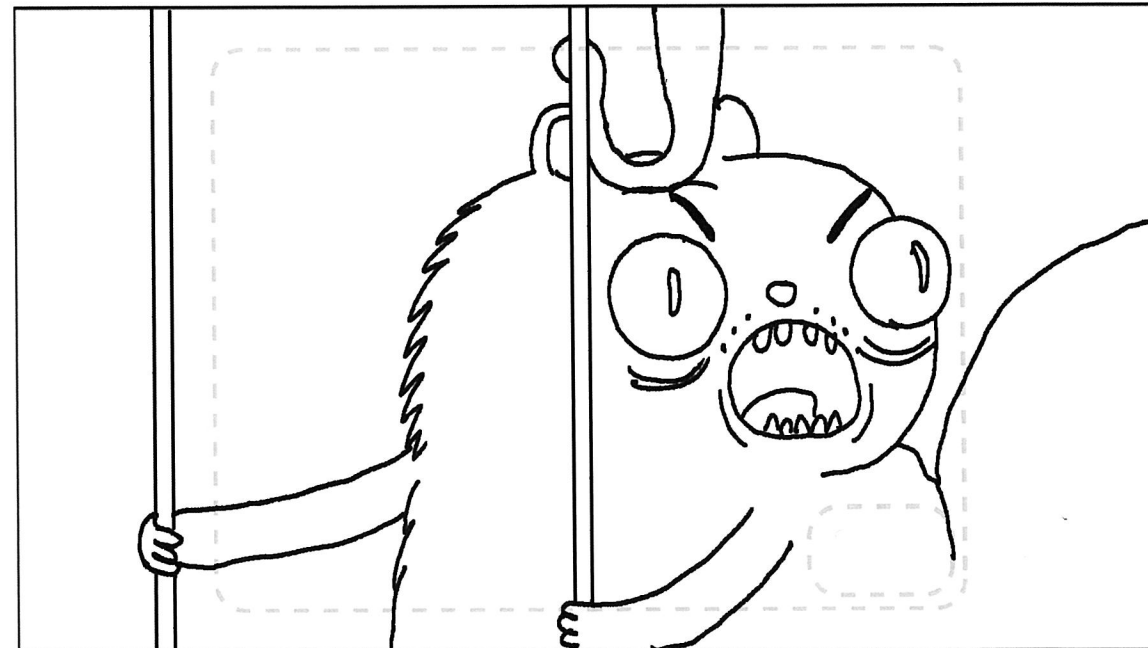


Sc. 8

Pnl. E

Bg.

day night



Dialog:

⑤/ RRAAR

⑤/ RAH, COMON!!!

Action:

POKED

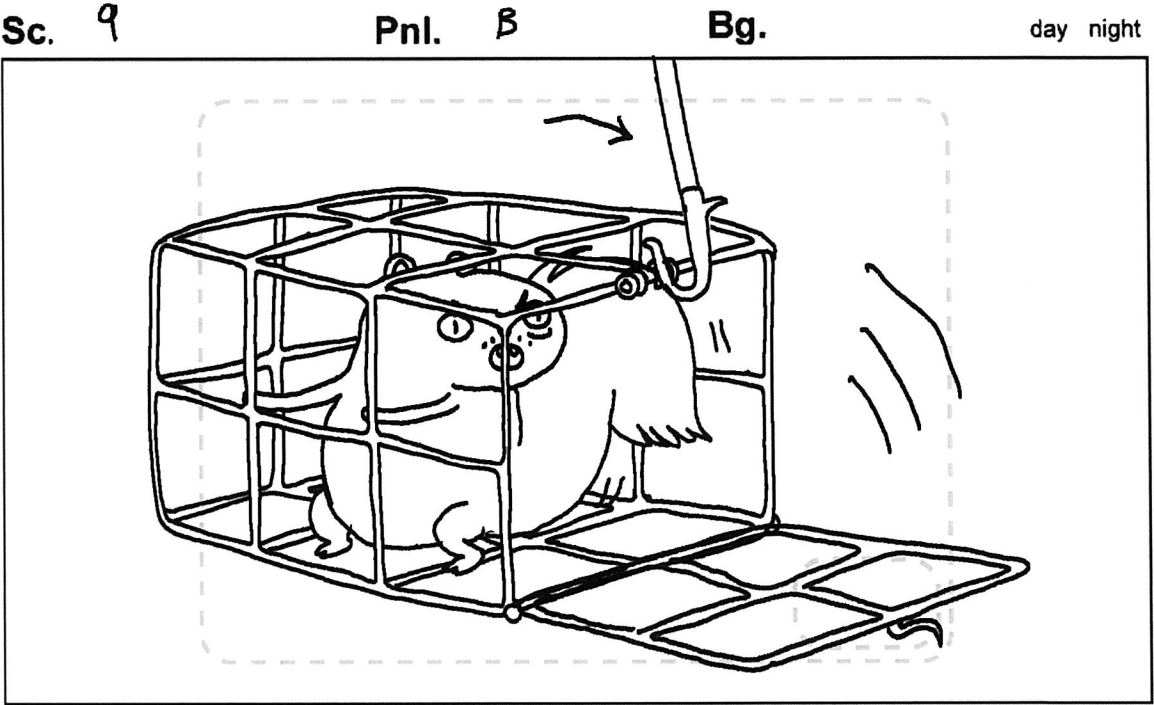
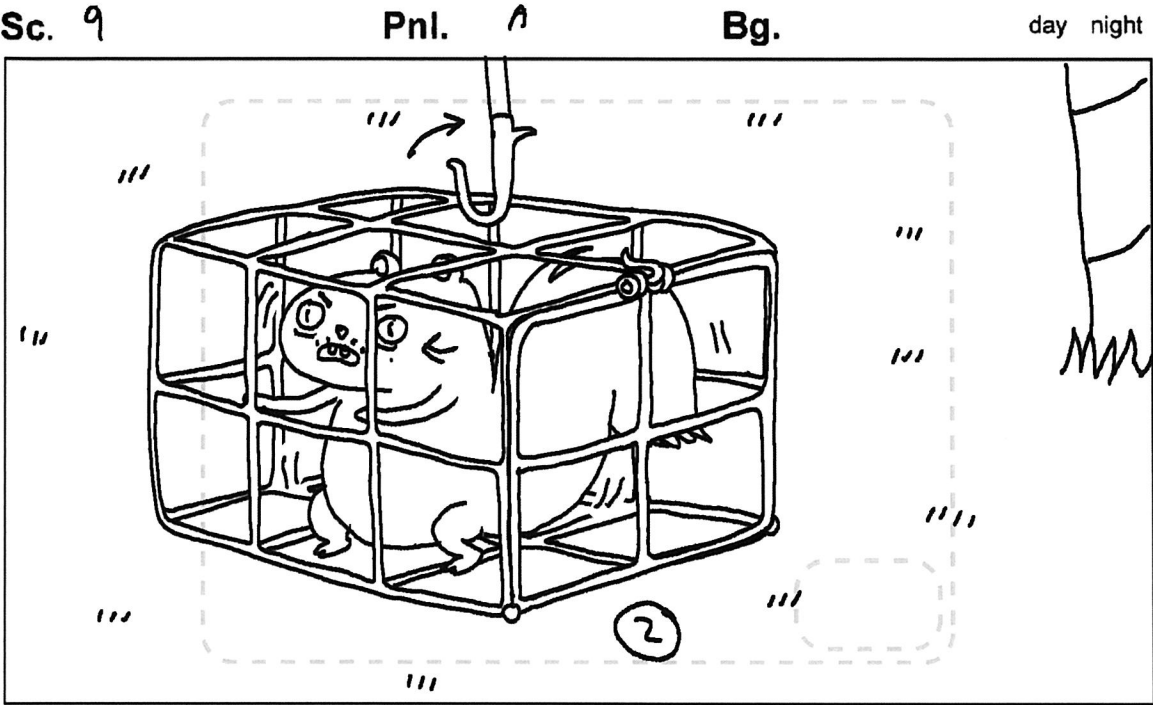
Timing:


1025-203

EPISODE #

Production :

ADVENTURE TIME



Dialog:		
Action:		RATTLING THE CAGE
Timing:		

CLANG

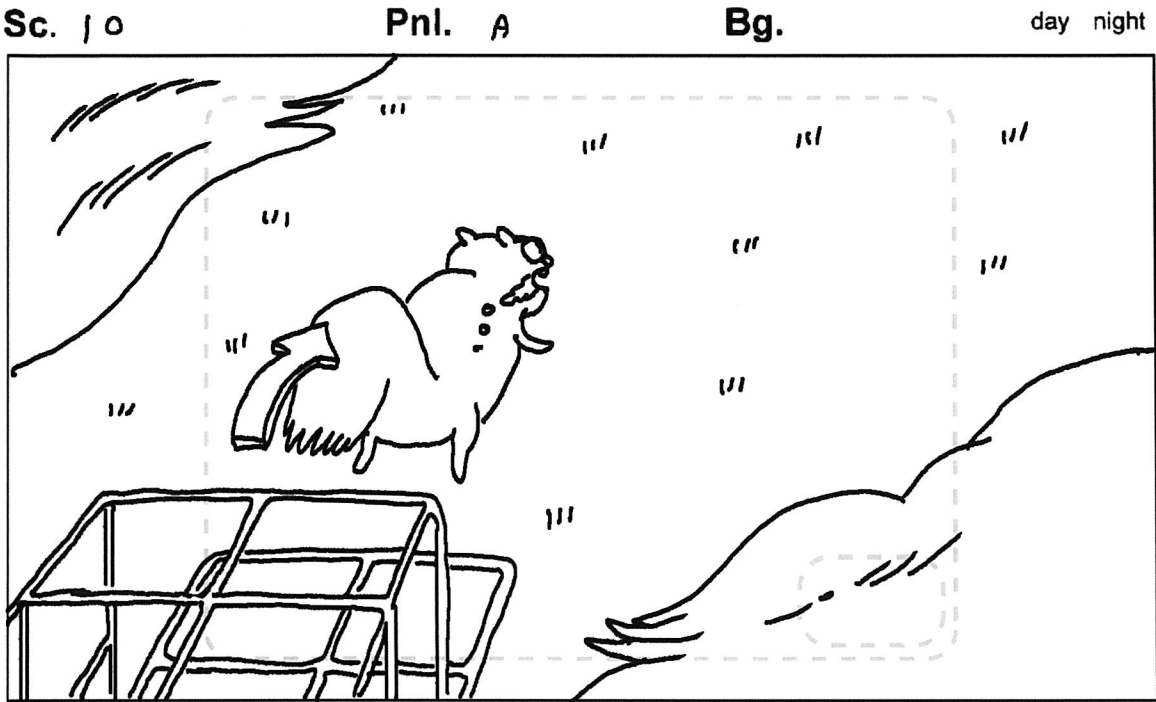
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Production :

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ADVENTURE TIME



Dialog:

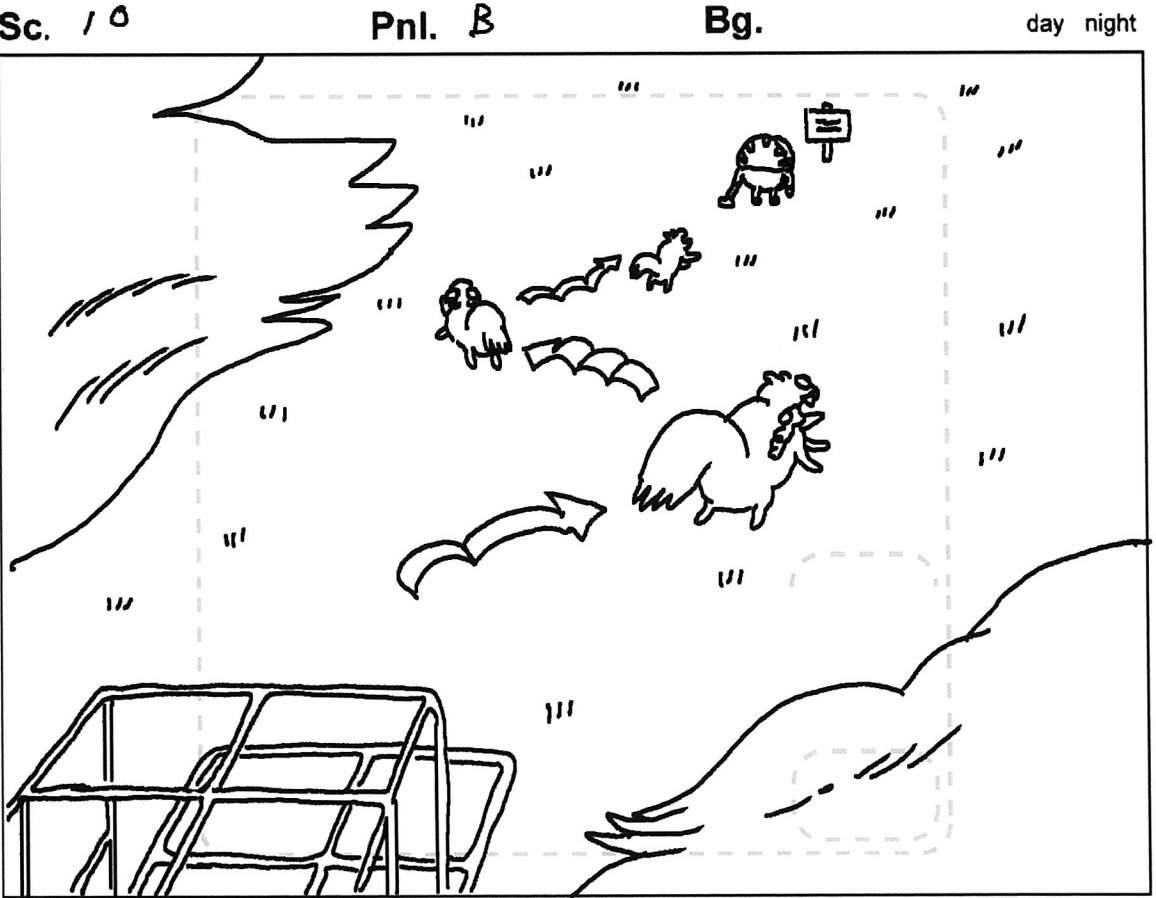
GET READY, TURDS !!!!!

ALTS: CHURDS
TOIDS

Action:

ACTING CRAZY

Timing:

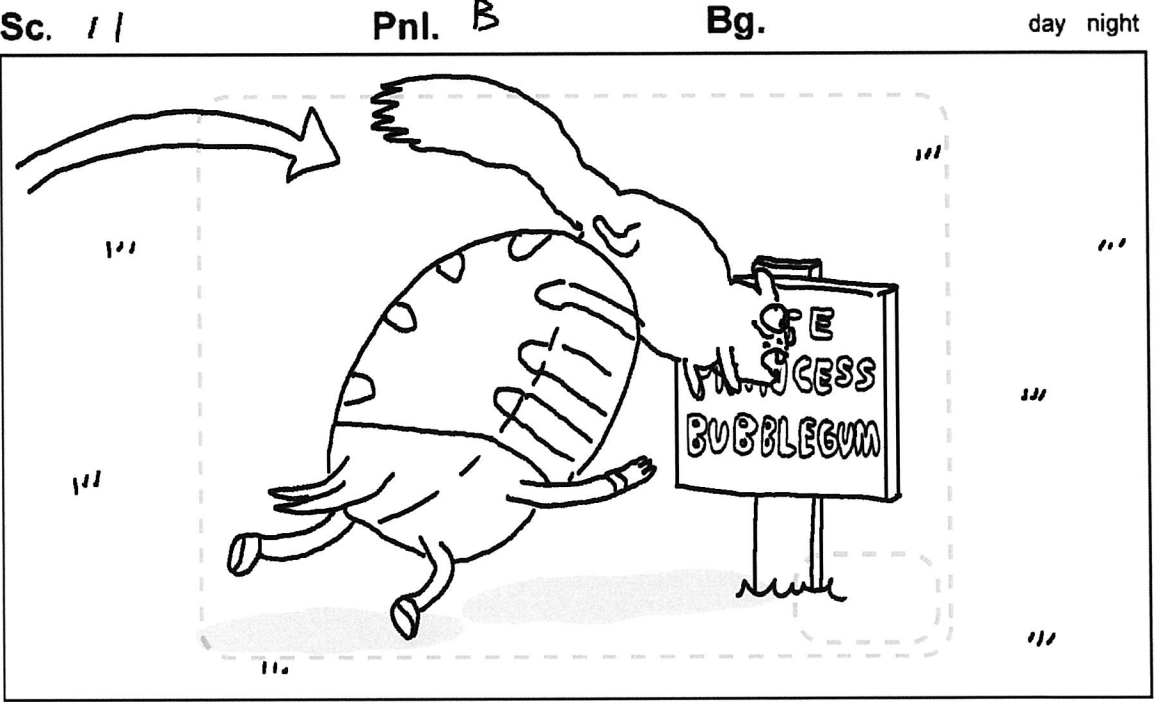
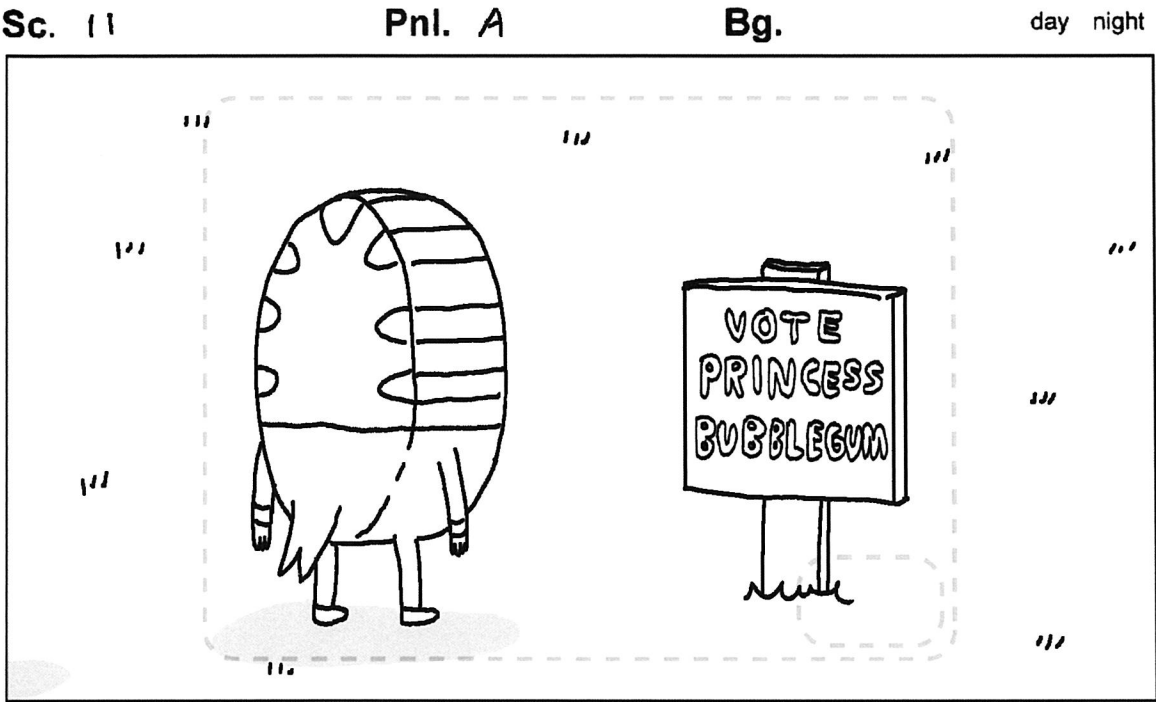


1025-203

EPISODE #

Production :

ADVENTURE TIME



Dialog:	⑤ RRARR!!!
Action:	
Timing:	

ADVENTURE TIME

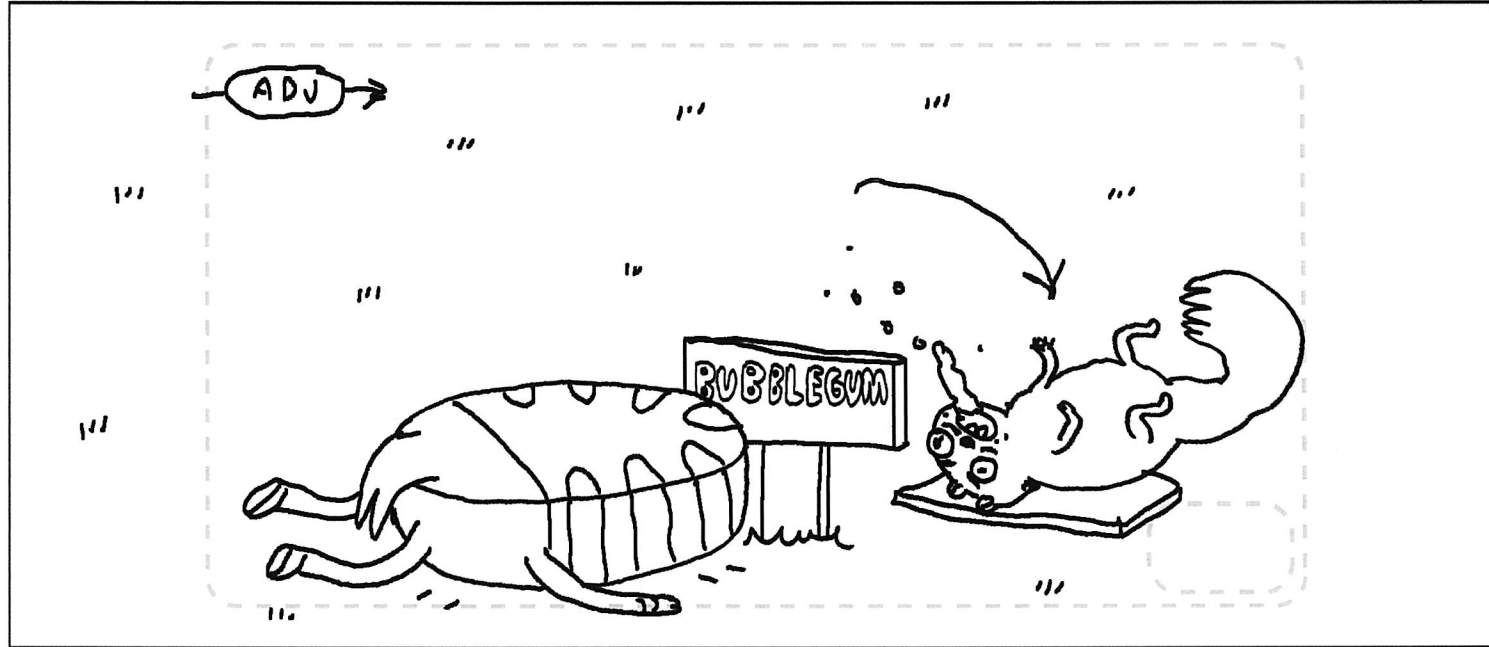


SC. 11

PNL. C

BG.

day night



Dialog:

(SFX) SNAP!

Action:

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



Sc. 11	Pnl. 9	Bg.	day night	Sc. 11	Pnl. 10	Bg.	day night

Dialog:
5/ I'M MEAN AS A BUS AND I'M AS MAD AS ROCKS!,,,'
Action:
Timing:

ADVENTURE TIME



Sc. 12	Pnl. A	Bg.	day night	Sc. 12	Pnl. B	Bg.	day night	

Dialog:	(PEP) GUMBALL GUARDIANS!! THERE'S AN ENEMY AT THE GATES!!	(GG) GROANS
Action:		
Timing:		

1025-203
EPISODE #
Production :

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ADVENTURE TIME



Sc. 13	Pnl. A	Bg.	day night	Sc. 13	Pnl. B	Bg.	day night

Dialog:	Ⓢ/ I'M AN ALL-YOU-CAN-EAT MANIC !!!	Ⓢ/ WHOOPS !!!
Action:		
Timing:		

1025-203
EPISODE #
Production :

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ADVENTURE TIME

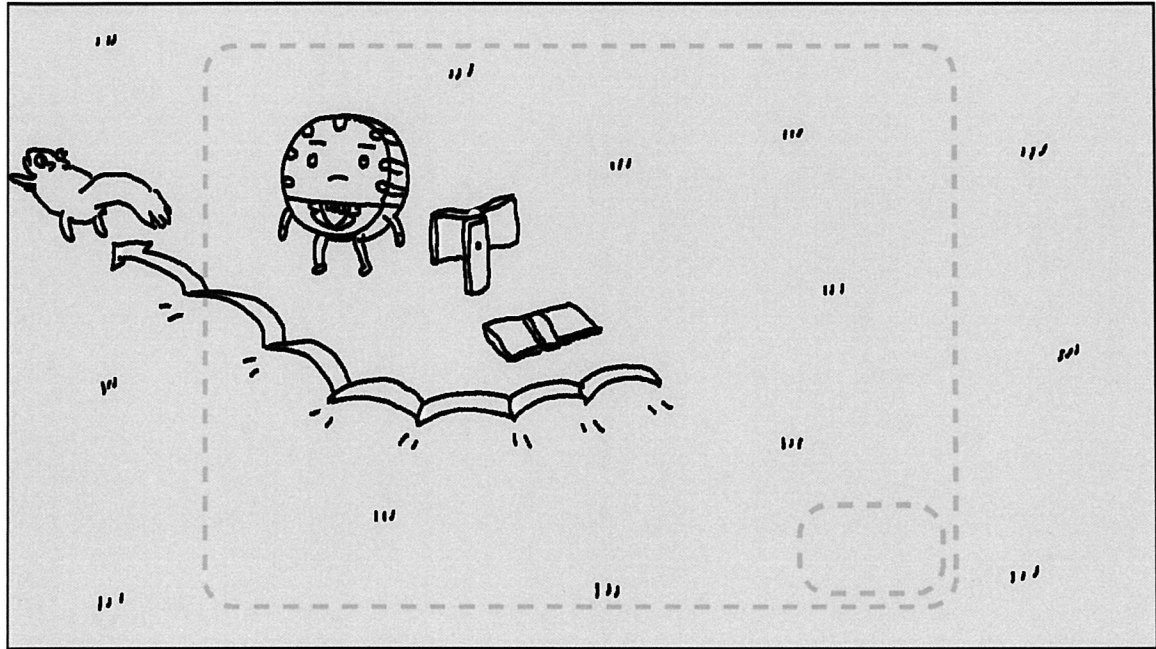


Sc. 13

Pnl. C

Bg.

day night

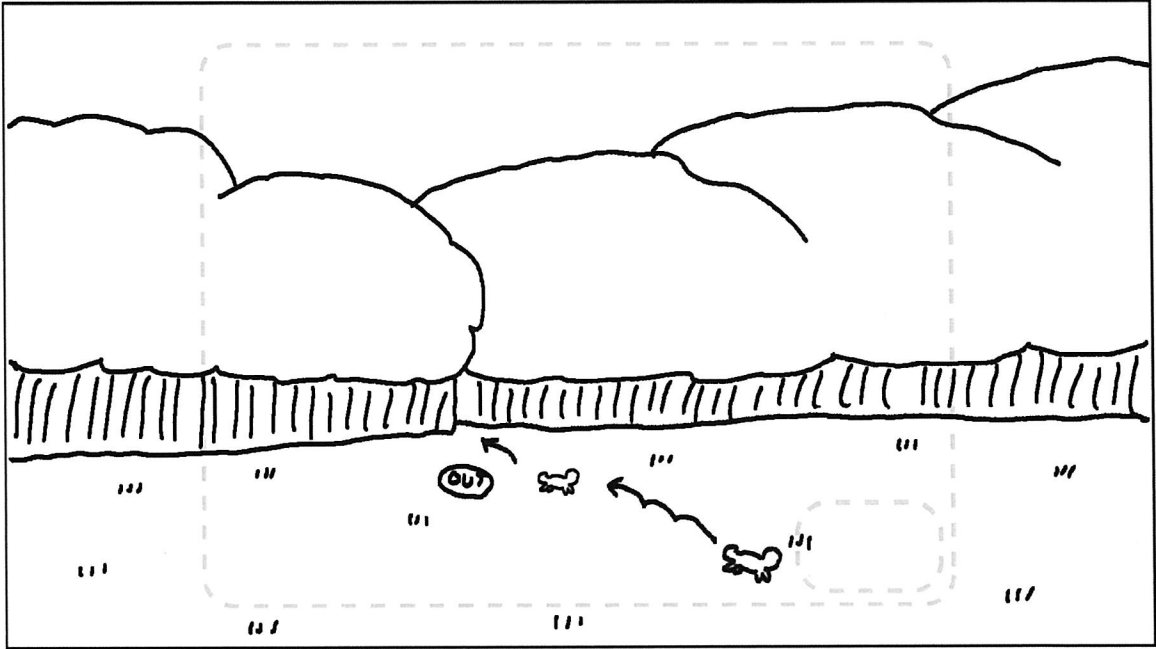


Sc. 14

Pnl. A

Bg.

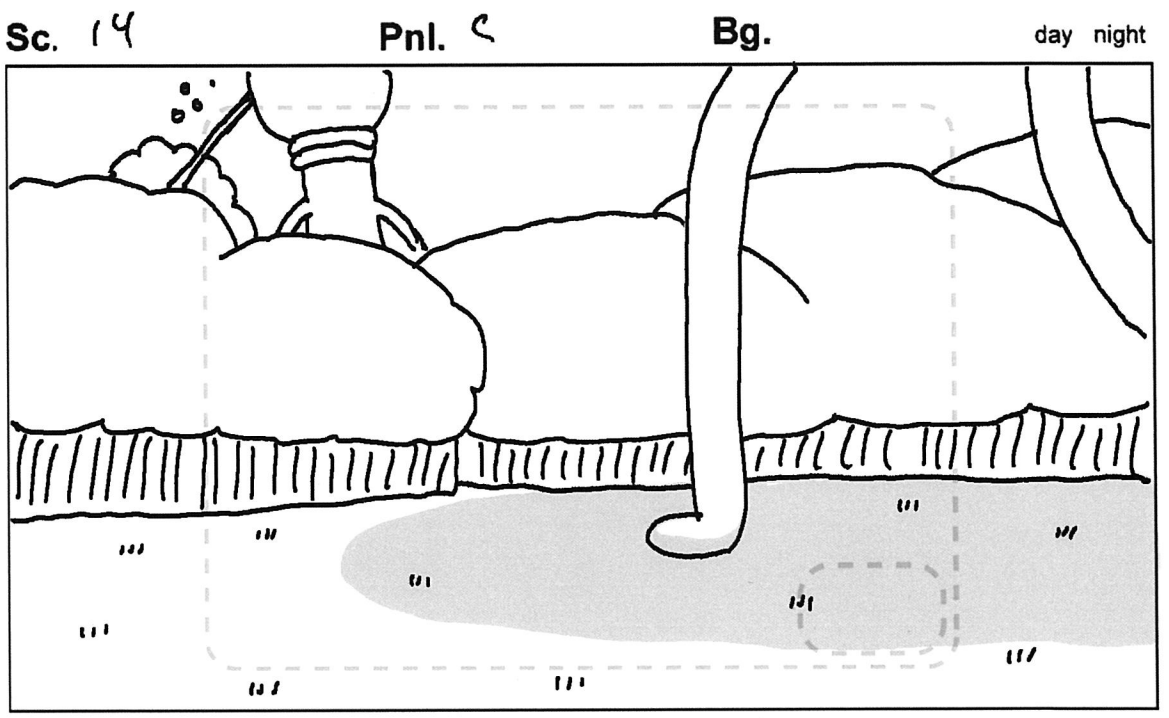
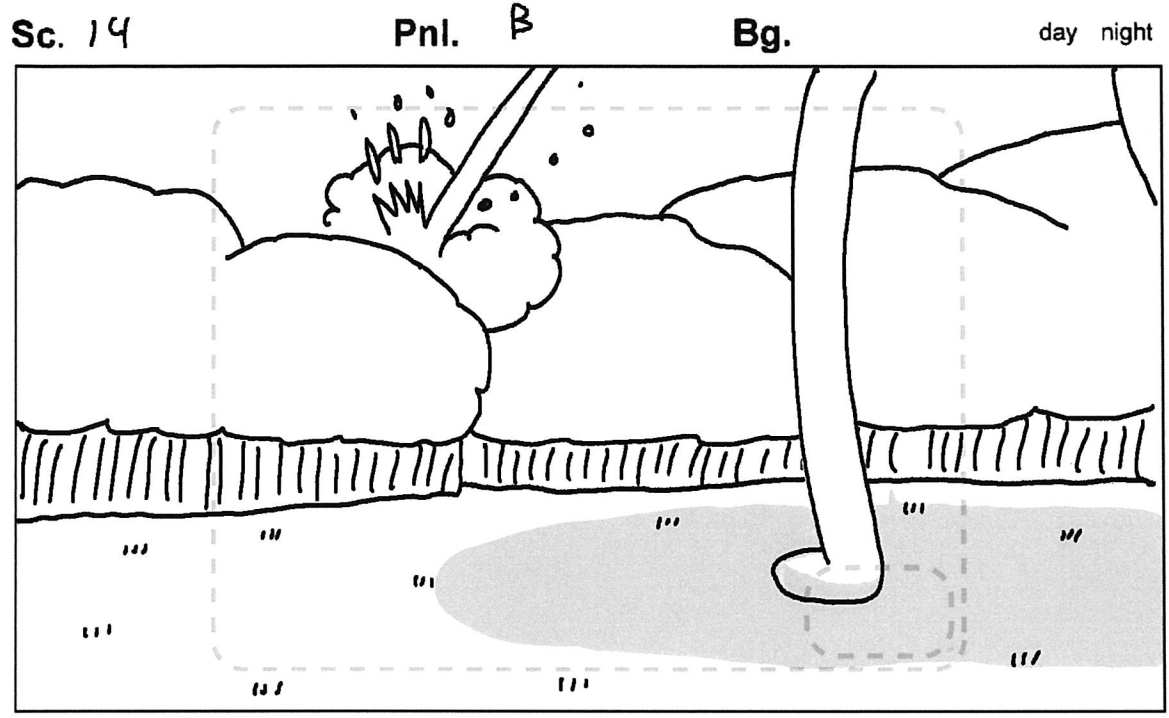
day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:
<p>(SFX) ZOM!</p>
Action:
Timing:

1025-203 EPISODE # Production :

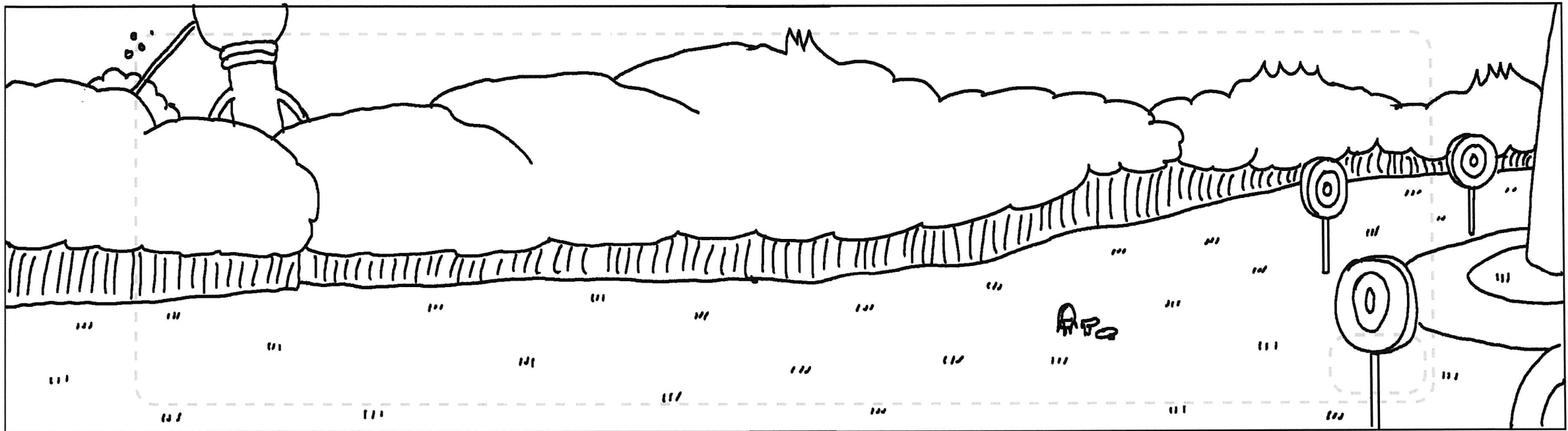
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ADVENTURE TIME



Page 18

Sc. 14 Pnl. P Bg. day night



Dialog:
(SFX) ZOM!
Action:
Timing:

1025-203
EPISODE #
Production :

ADVENTURE TIME



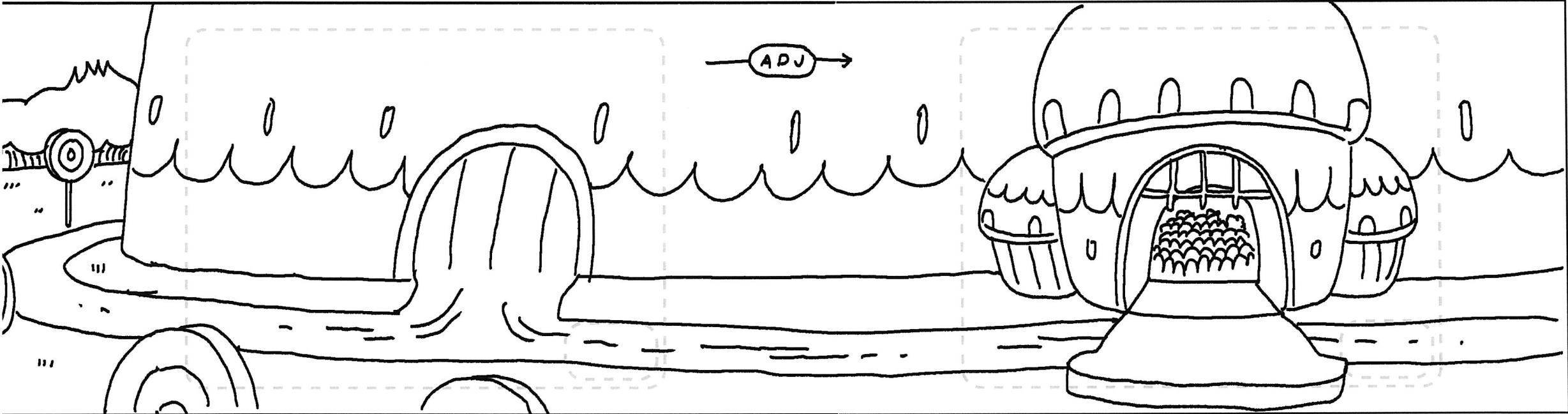
Page 19

Sc. 14

Pnl. E

Bg.

day night



Dialog:

SFX

CHEERING , FANFARES

Action:

CROWD INSIDE .

Timing:

ADVENTURE TIME



Sc. Pnl. Bg. day night

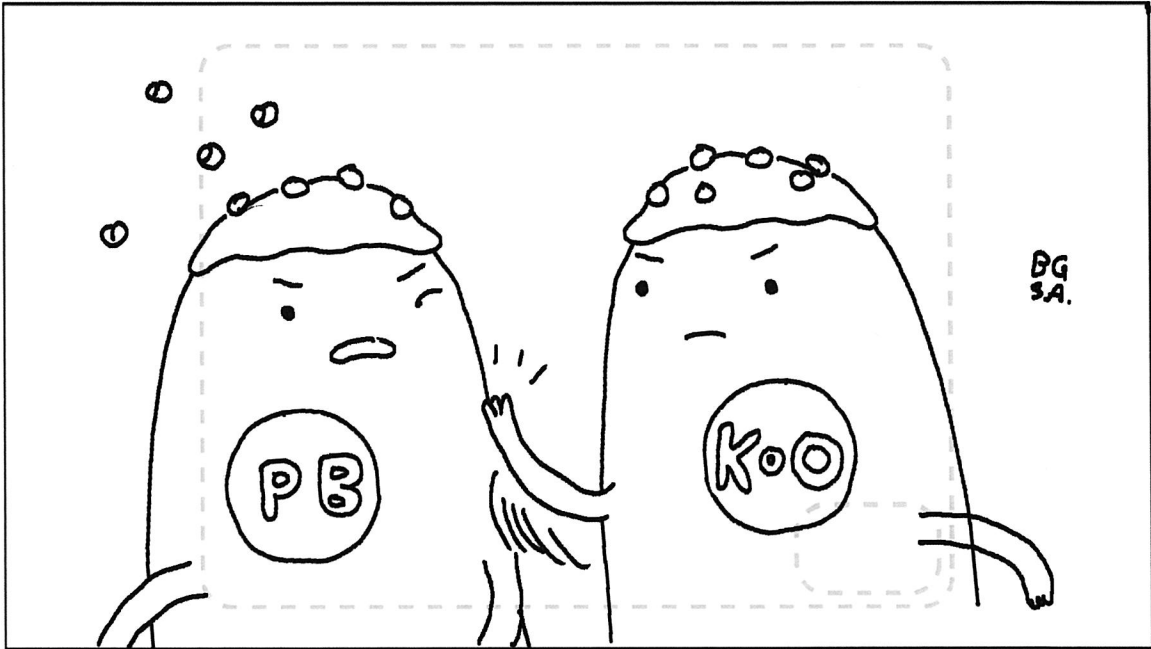
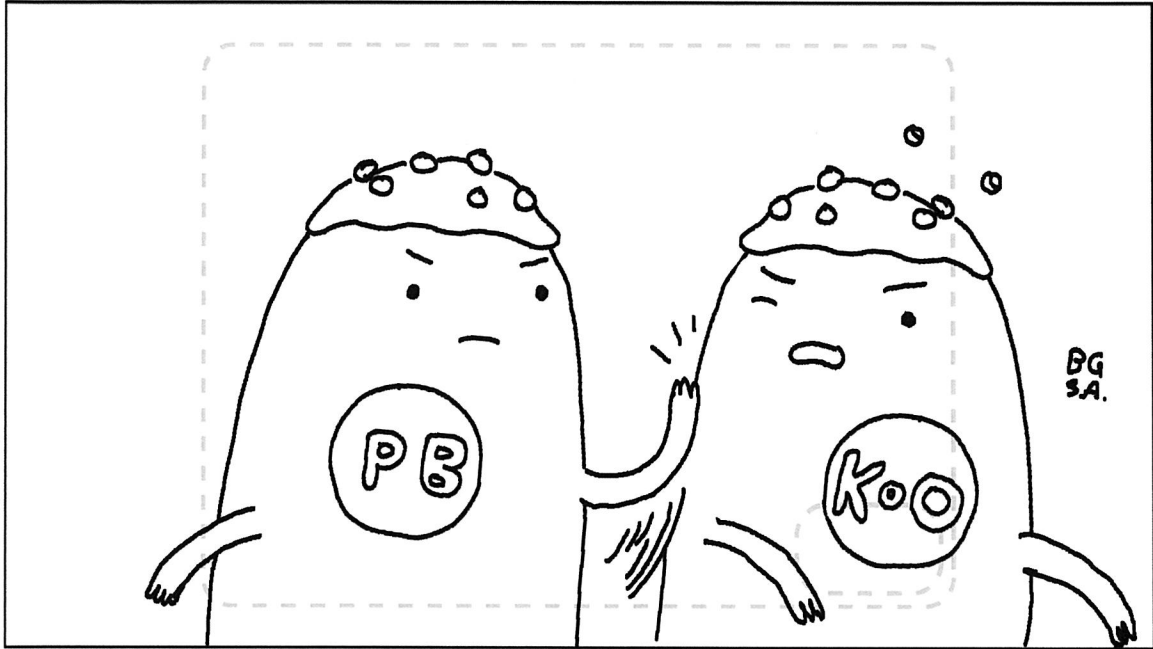
Sc. 15 Pnl. A Bg. day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 14 Pnl. B Bg. day night Sc. 15 Pnl. C Bg. day night



Dialog:	<p>SFX : SLAP :</p>
Action:	<p>SLAP!</p>
Timing:	

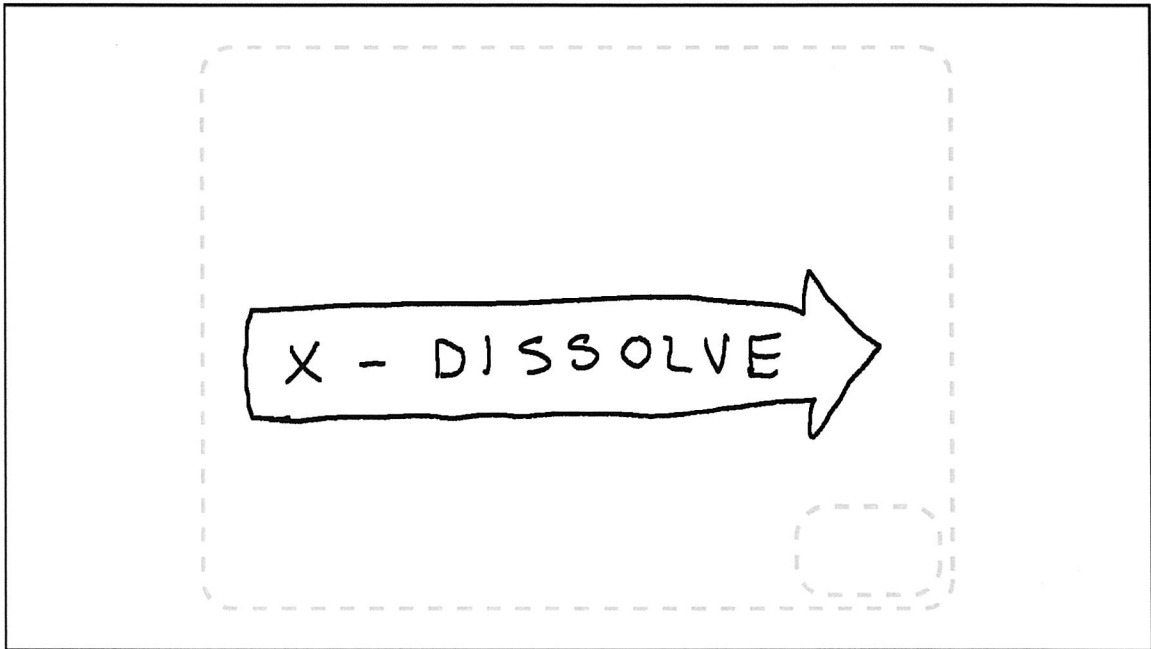
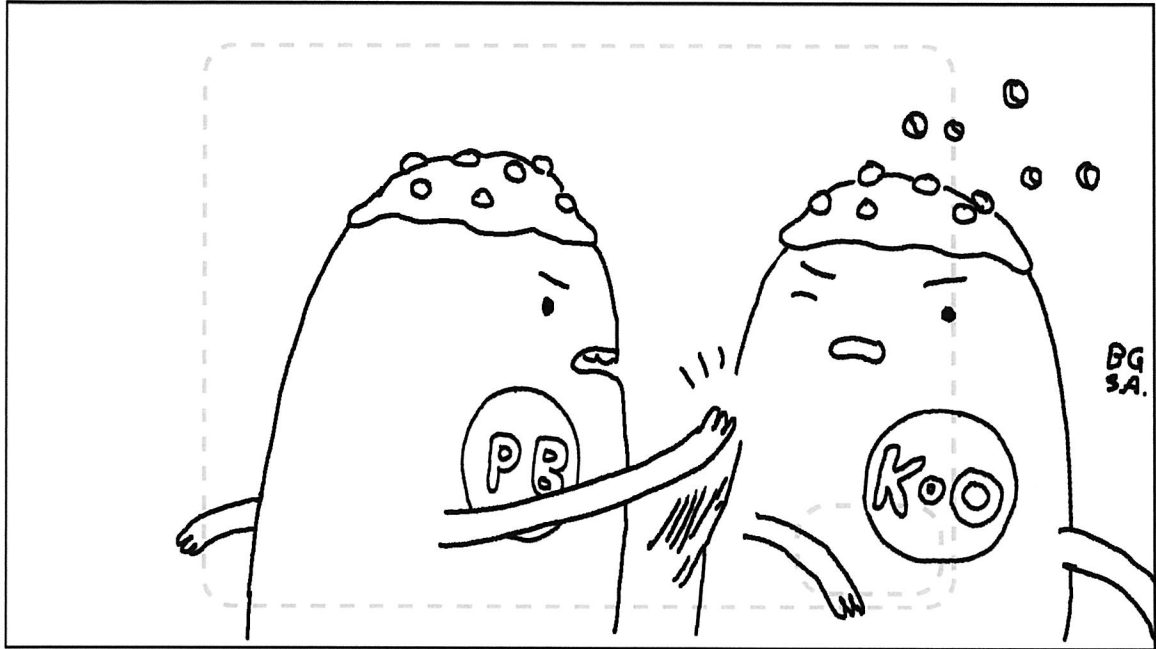
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ADVENTURE TIME



Sc. 15 Pnl. 0 Bg. day night Sc. - Pnl. - Bg. day night



Dialog:	<p>(SFX) : SLAP :</p>
Action:	<p>SLAP! WALNUTS FLYING</p>
Timing:	

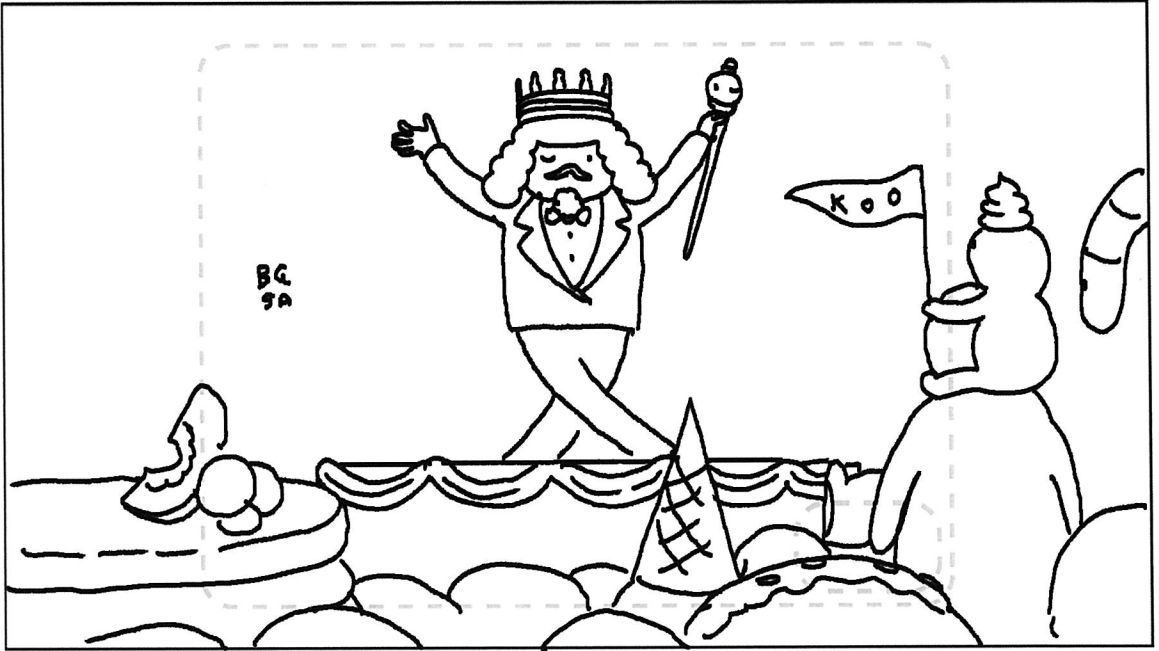
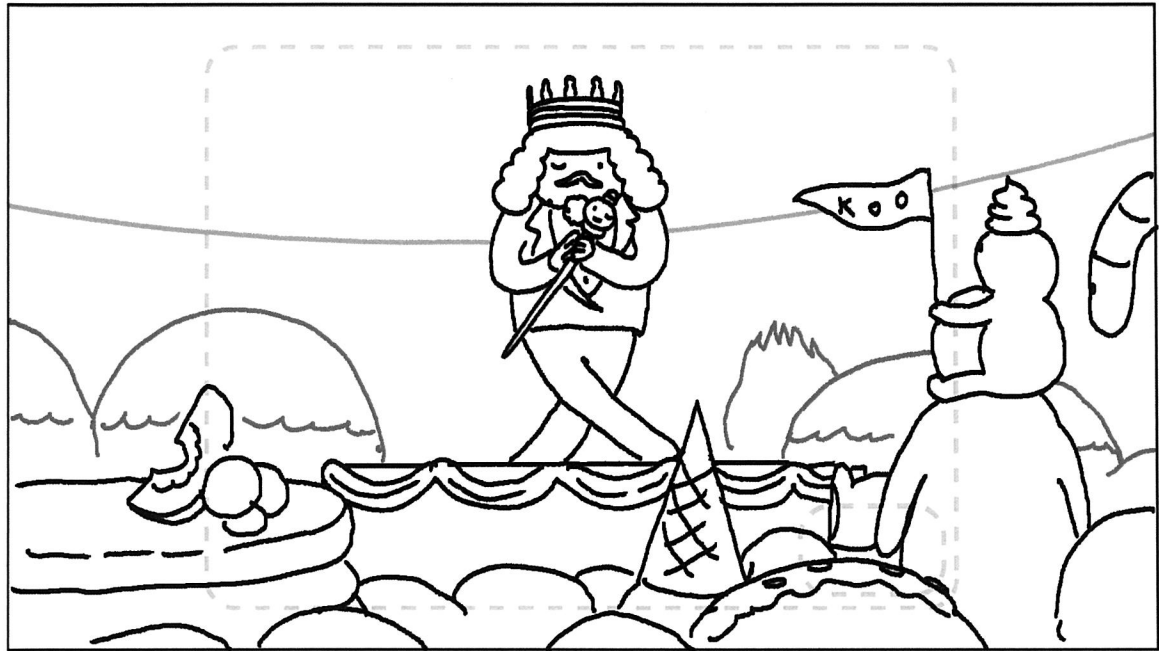
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ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night Sc. 16 Pnl. B Bg. day night



Dialog:

(SFX) = APPLAUSES & CHEERING =

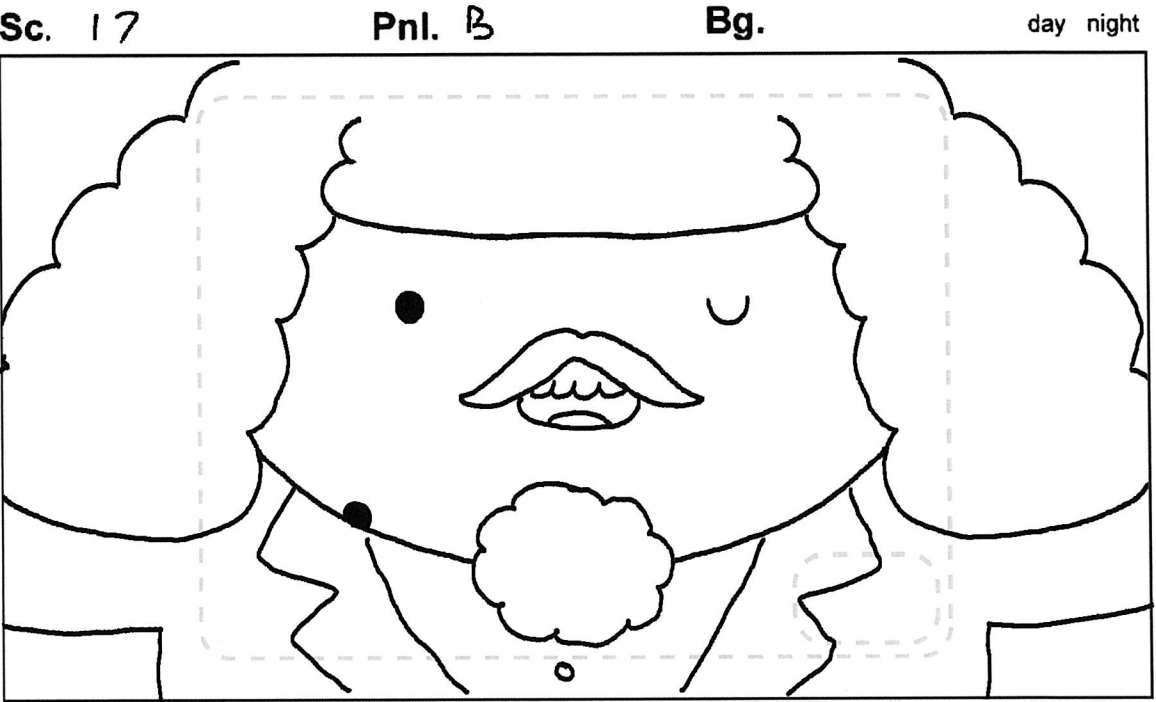
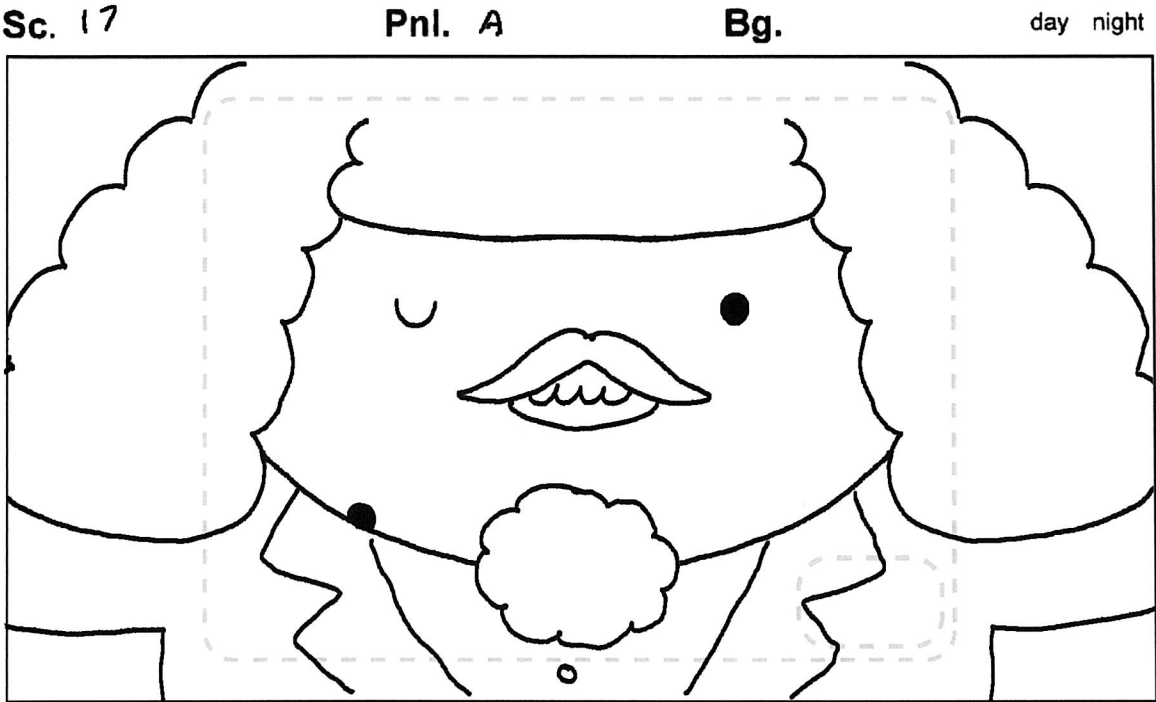
(KOO) THANK YOU LITTLE
CANDIES, THANK YOU.
YOU WARM THE WAX
HEART OF THIS POOR -

Action:

Timing:

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ADVENTURE TIME



Dialog:	<p>KOO KING OF</p>
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Sc. 17

Pnl. C

Bg.

day night

Sc. 17

Pnl. D

Bg.

day night

Dialog:

Action:

ABABA etc. RAPID WINKING.

Timing:

ADVENTURE TIME



Sc. 18

Pnl. A

Bg.

day night

Sc. 18

Pnl. B

Bg.

day night

Dialog:

KOO NOW , I HEAR YOU ASKING ,

Action:

Timing:

ADVENTURE TIME

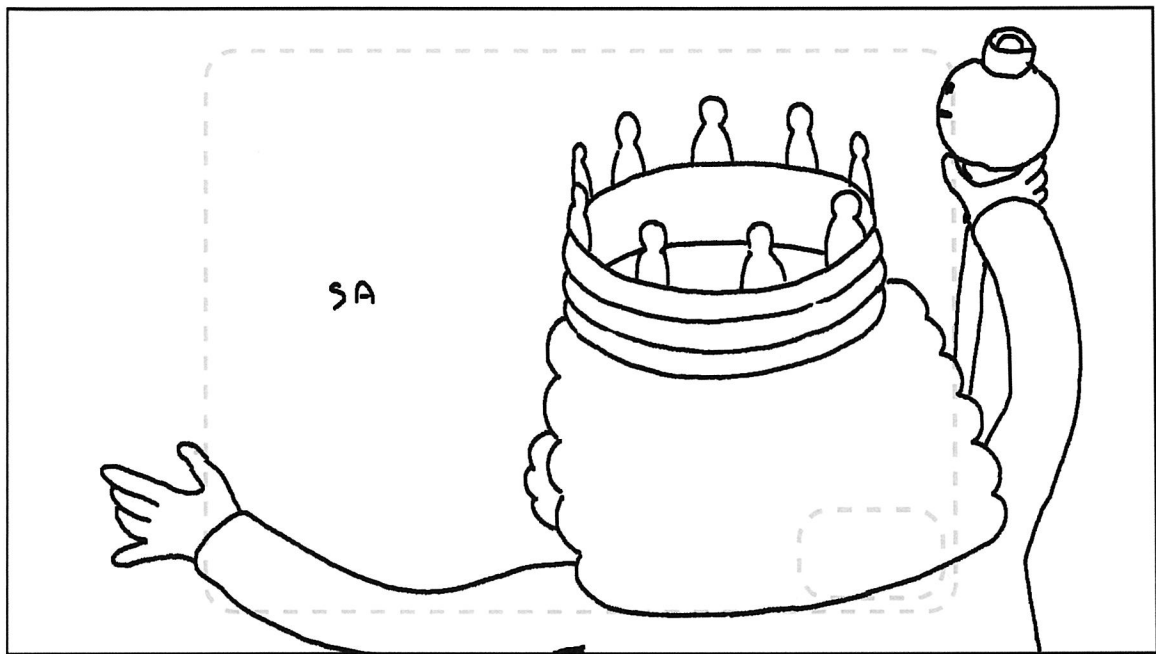


Sc. 18

Pnl. C

Bg.

day night

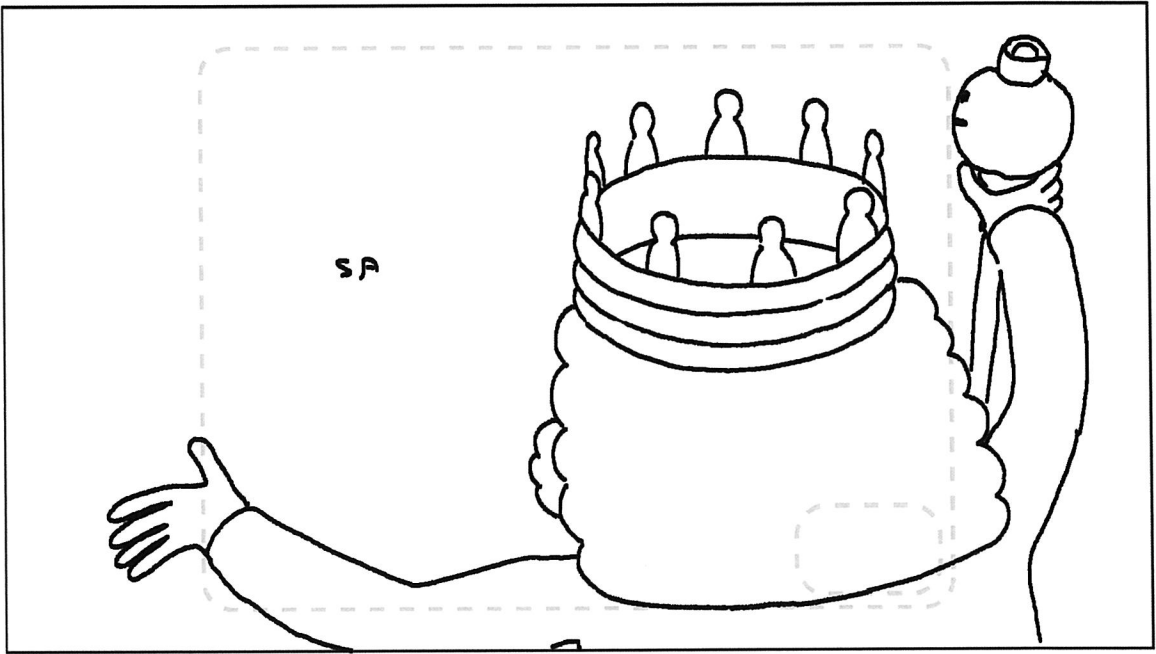


Sc. 18

Pnl. D

Bg.

day night



Dialog:	
(KOO) (CONT) "KING OF OOO, HOW CAN YOU BE SO WISE?"	
Action:	
Timing:	

1025-203

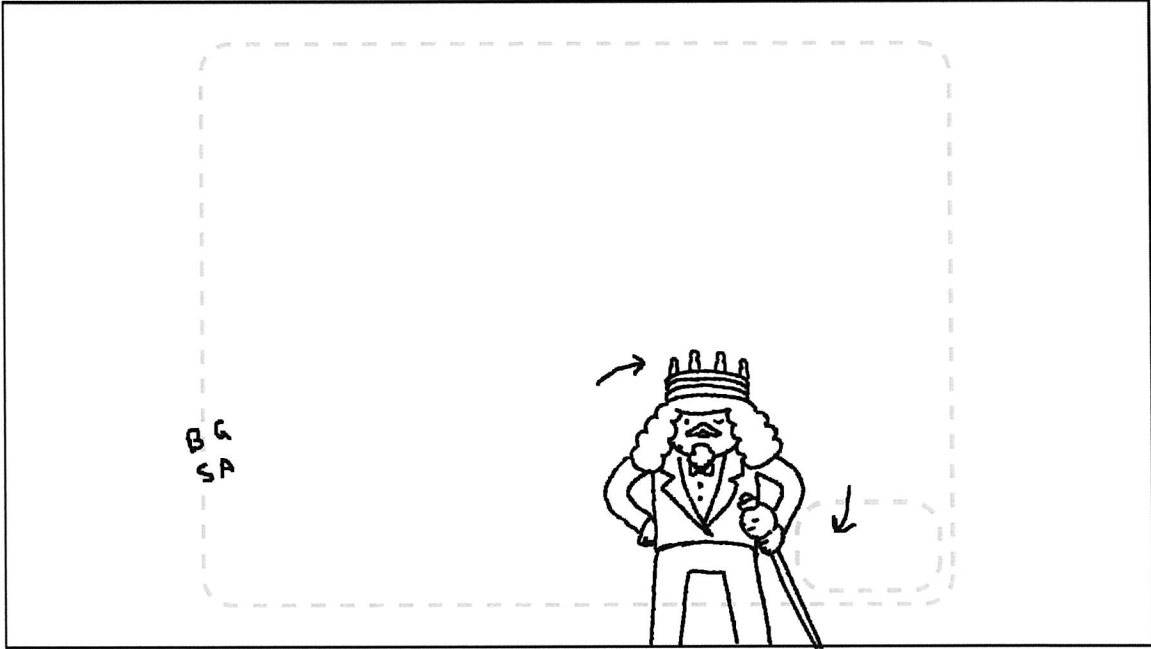
EPISODE #

Production :

ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night Sc. 19 Pnl. B Bg. day night



Dialog:

(Koo) I'LL TELL YOU HOW. DID YOU KNOW THAT I AM 8000 YEARS OLD?

Action:

Timing:

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ADVENTURE TIME



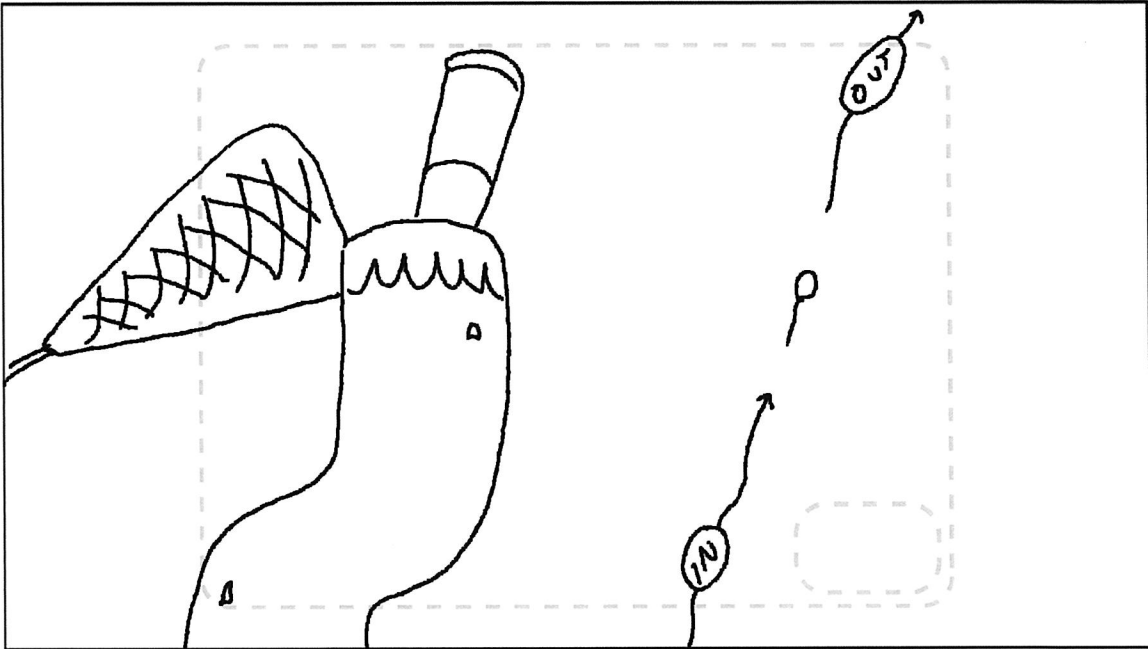
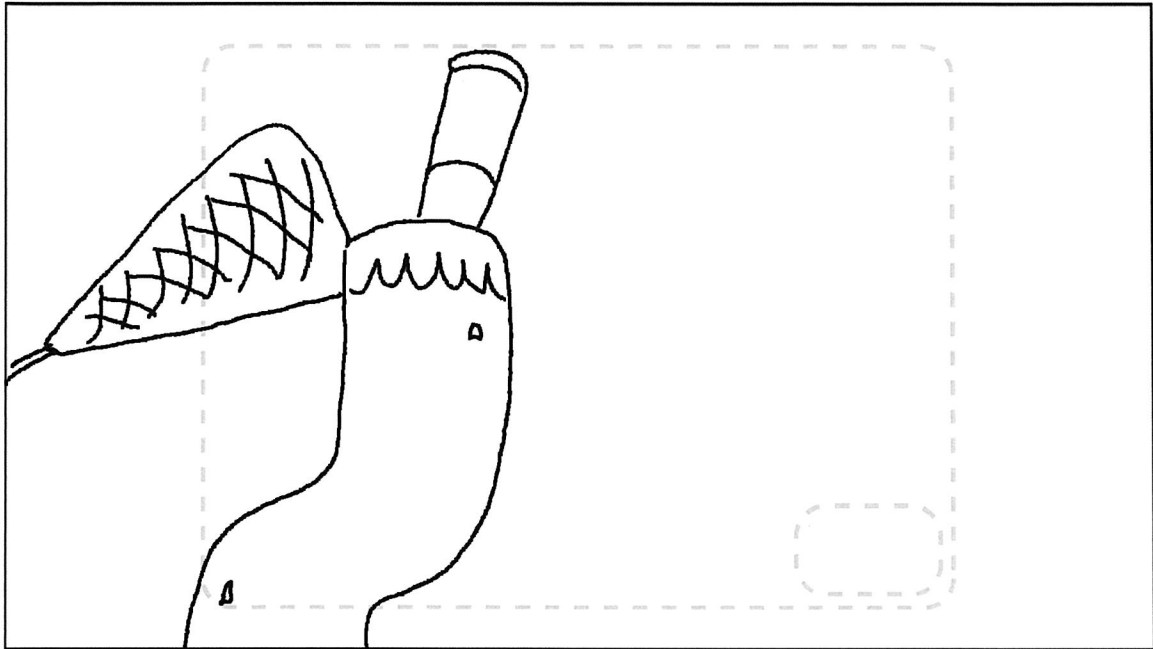
Sc. 26	Pnl. A	Bg.	day night	Sc. 20	Pnl. B	Bg.	day night

Dialog:
<p>(Koo) / <u>COULD BE!</u></p>
Action:
Timing:

ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night Sc. 21 Pnl. B Bg. day night



Dialog:	<div>SFX/ CHEERING !</div>
Action:	<div>BALLOON FLIES BY</div>
Timing:	

1025-203 EPISODE # Production :

ADVENTURE TIME



Sc. 22

Pnl. A

Bg.

day night

Sc. 23

Pnl. A

Bg.

day night

Dialog:

(KOO) (DISTANT)

IT'S TRUE.

(CONT.) I'M THAT WONDERFUL.

Action:

Timing:

ADVENTURE TIME

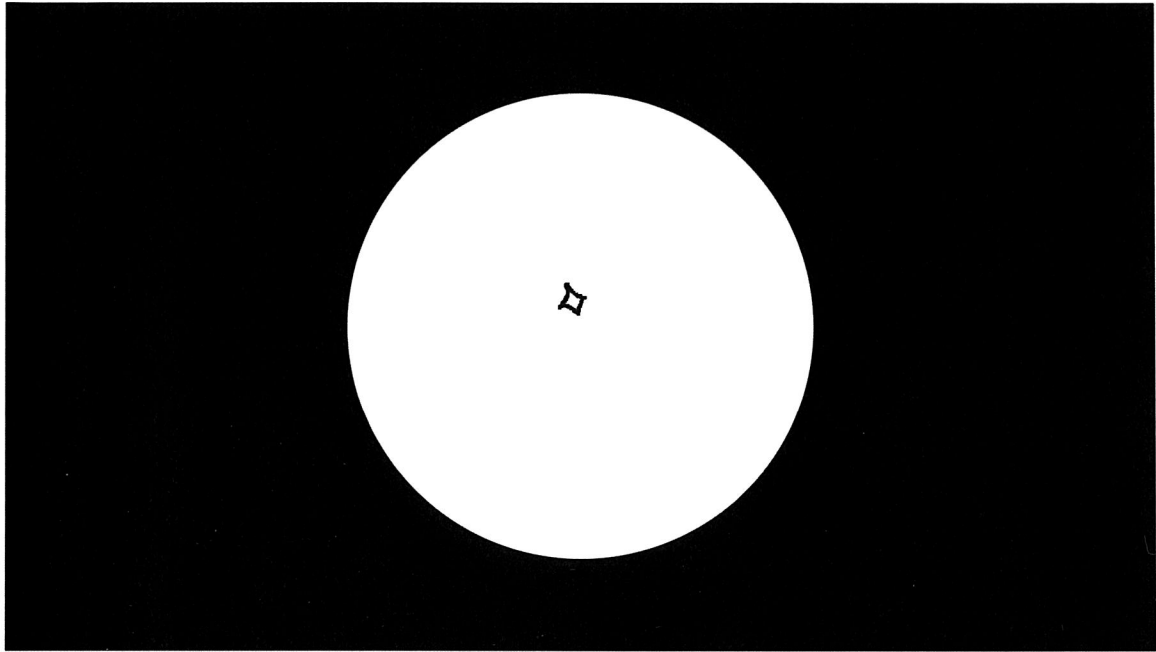


Sc. 24

Pnl. A

Bg.

day night

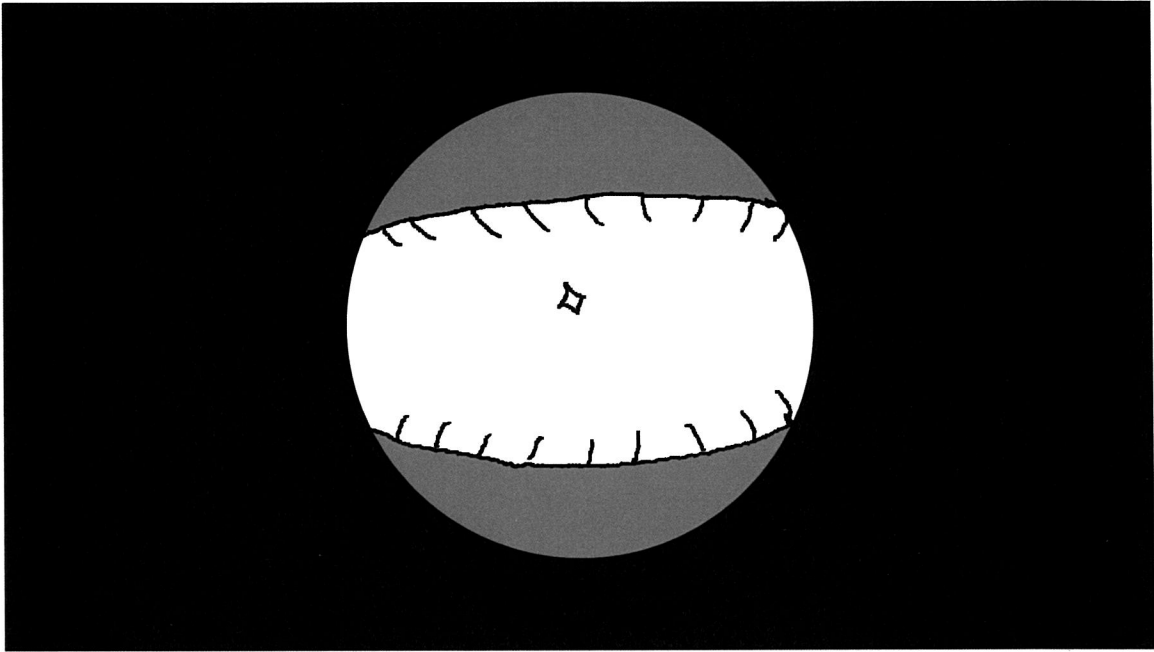


Sc. 24

Pnl. B

Bg.

day night



Dialog:

Action:

DISTANT PINK 'STAR'.

TELESCOPE
BLINK.

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



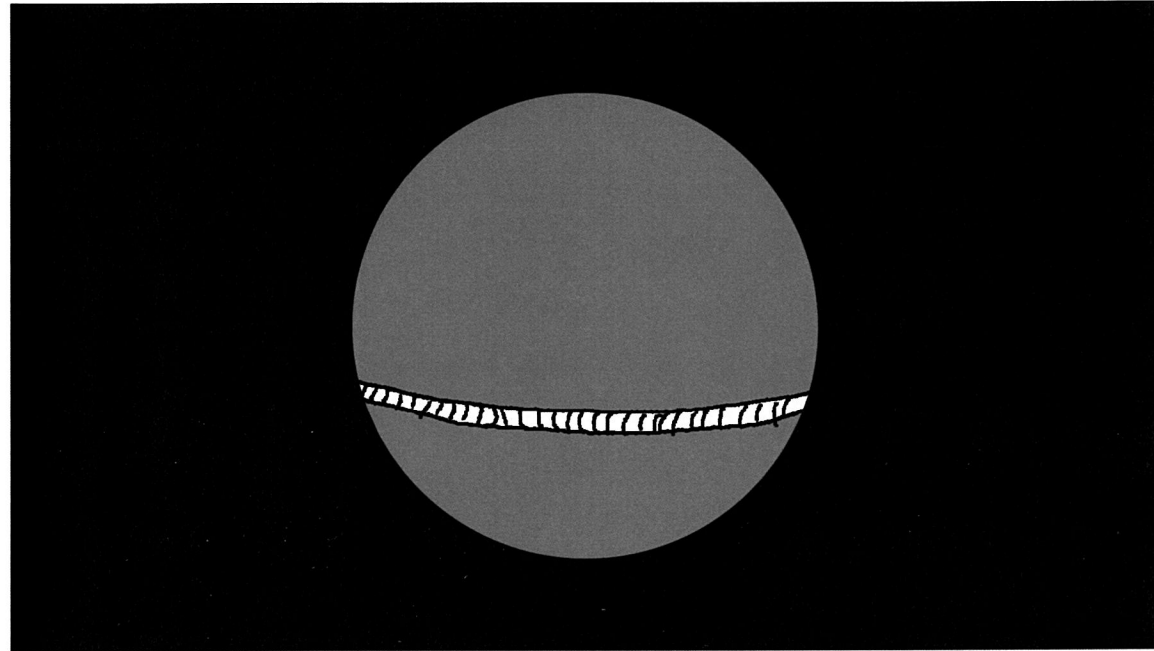
Page 33

Sc. 24

Pnl. C

Bg.

day night

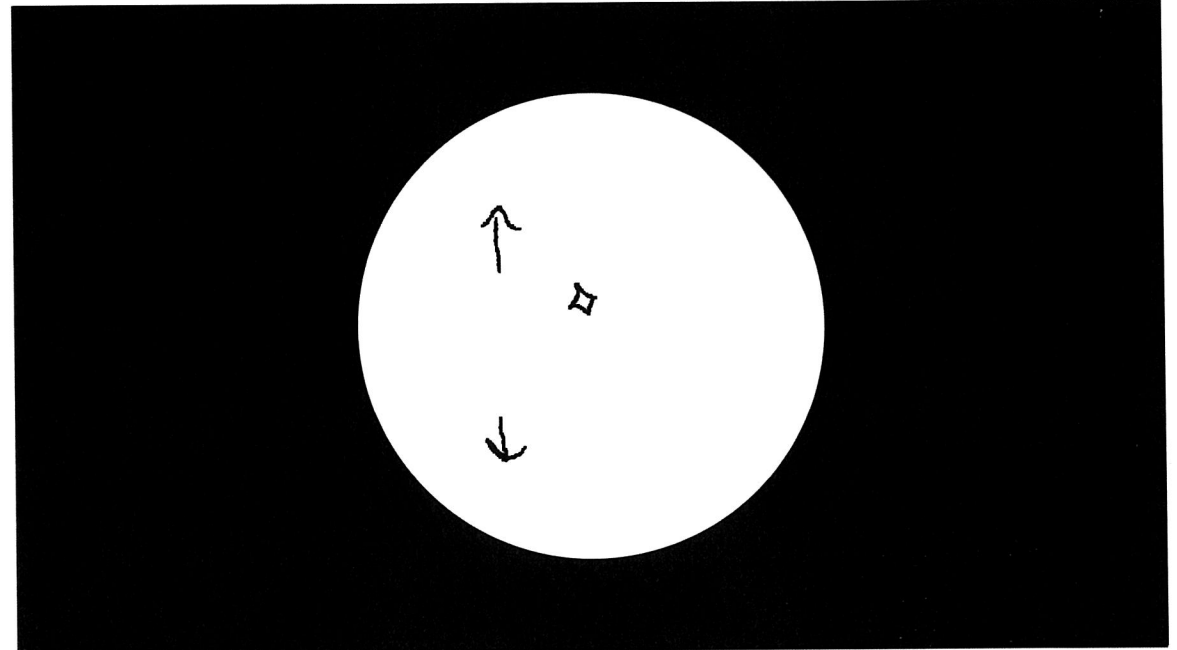


Sc. 24

Pnl. D

Bg.

day night



Dialog:

Action:

DISTANT PINK 'STAR'.

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



Sc. 25

Pnl. A

Bg.

day night

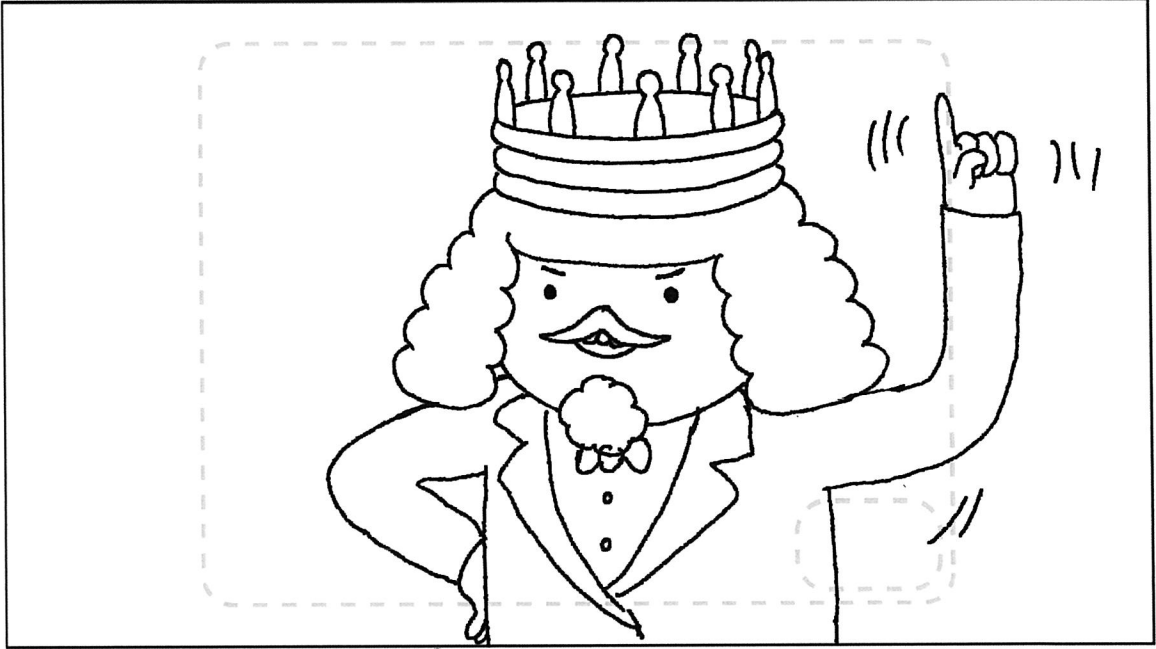


Sc. 25

Pnl. B

Bg.

day night



<p>Dialog:</p> <p>(KOO) NOW, PRINCESS BUBBLEGUM, SHE <u>SAYS</u> SHE <u>HASN'T</u> GONE ROGUE. SHE <u>SAYS</u> A WILD DOG THIRSTY FOR BLOOD.</p> <p>(CONT) <u>SHE SAYS</u> SHE'S NOT A <u>LITERAL BABY</u>, MASQUERADING AS AN ADULT WOMAN.</p>
<p>Action:</p>
<p>Timing:</p>

ADVENTURE TIME



Sc. 25 Pnl. c Bg. day night Sc. 25 Pnl. D Bg. day night



Dialog:
KOO SHE SAYS A LOT OF THINGS. (CONT) PRINCESS BUBBLEGUM :
Action:
Timing:

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EPISODE #

Production :

ADVENTURE TIME



Sc. 25

Pnl. E

Bg.

day night



Sc. 25

Pnl. F

Bg.

day night



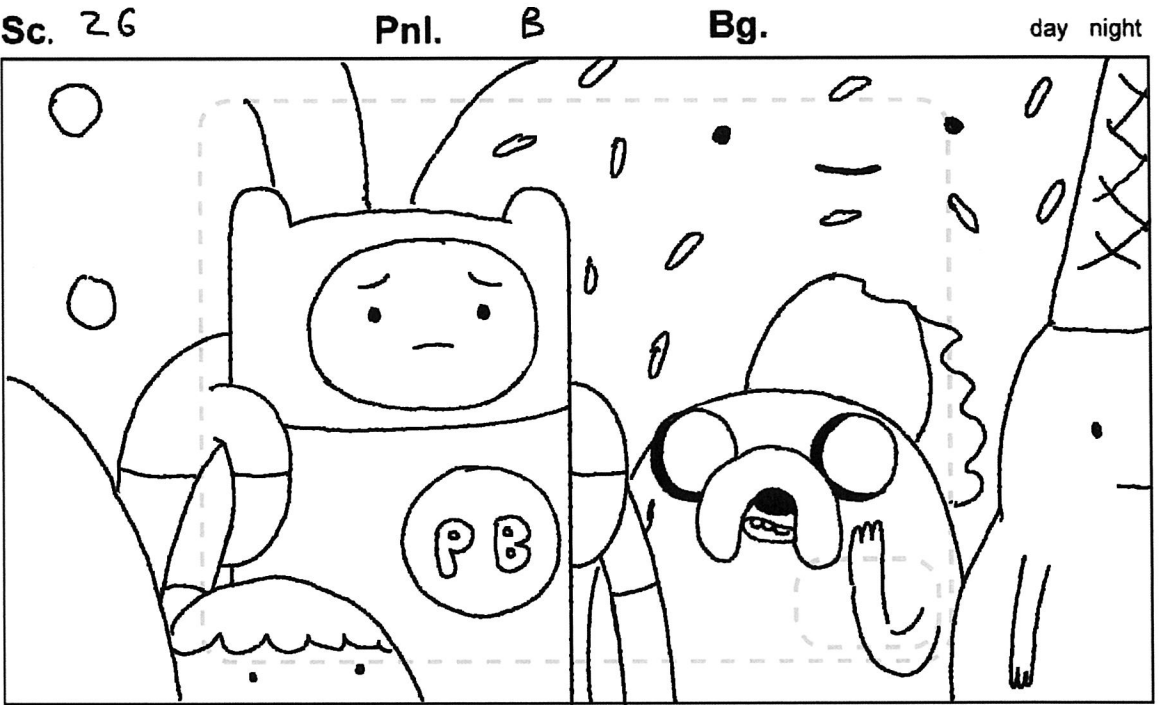
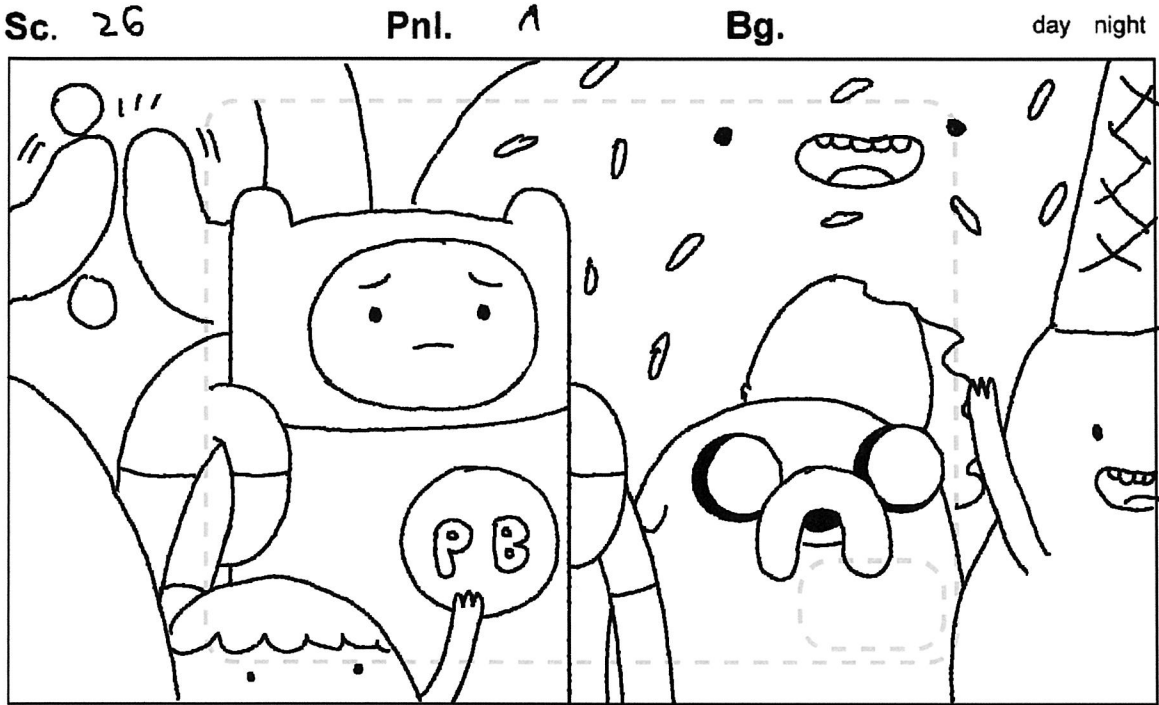
Dialog:
<p>(A)(B) <u>YOU</u> (A)(B) <u>DON'T</u> (A)(B) <u>MAKE</u> (A)(B) <u>SENSE</u> !</p>
Action:
Timing:

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Dialog:	== CHEERING & APPLAUSE ==	Q1 THIS GUY'S REALY WORKIN' ON ME.
Action:		
Timing:		

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ADVENTURE TIME



Sc. 26	Pnl. C	Bg.	day night	Sc. 27	Pnl. A	Bg.	day night

Dialog:
Ⓢ N N.
Action:
Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME

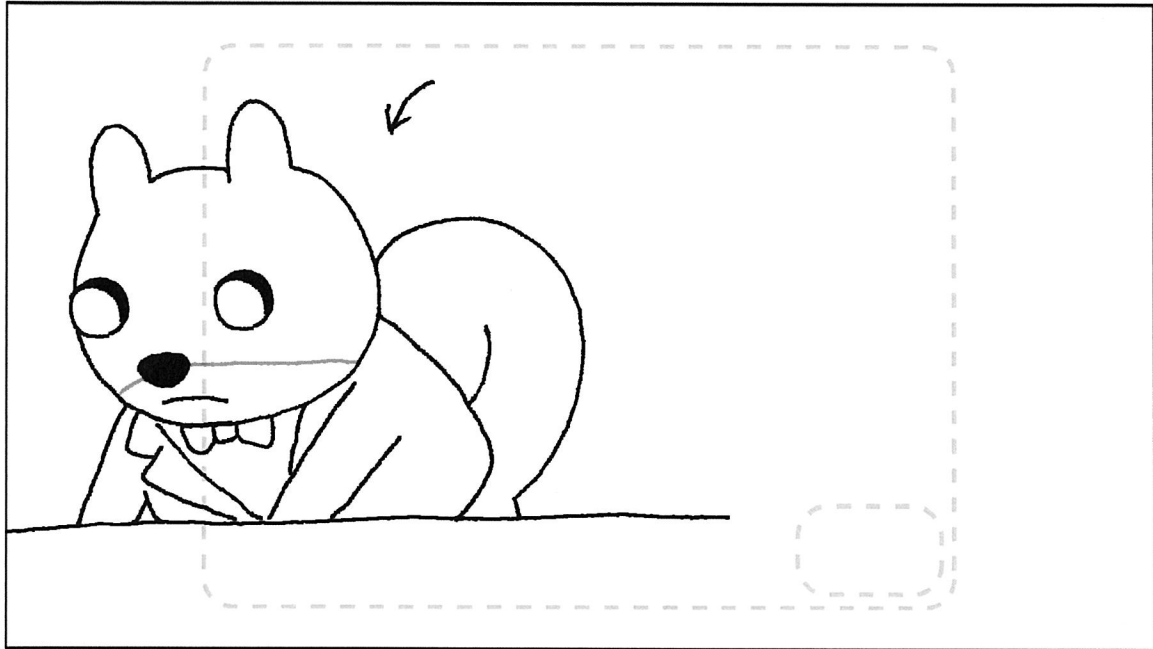


Sc. 27

Pnl. B

Bg.

day night

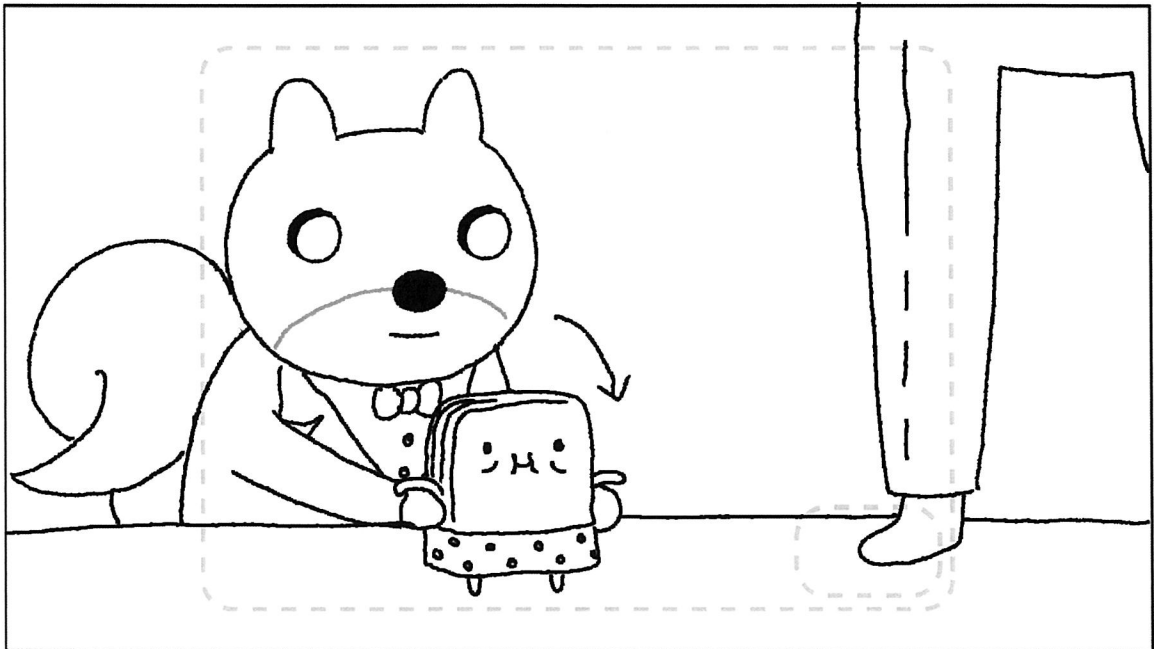


Sc. 27

Pnl. C

Bg.

day night



Dialog:

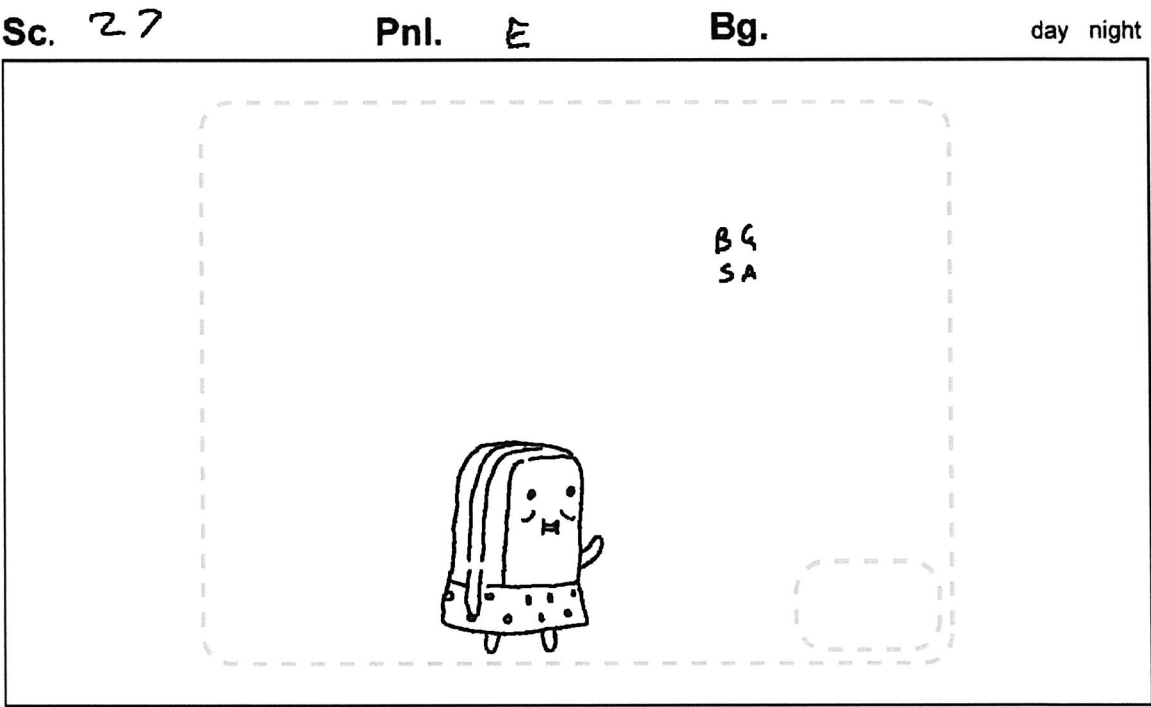
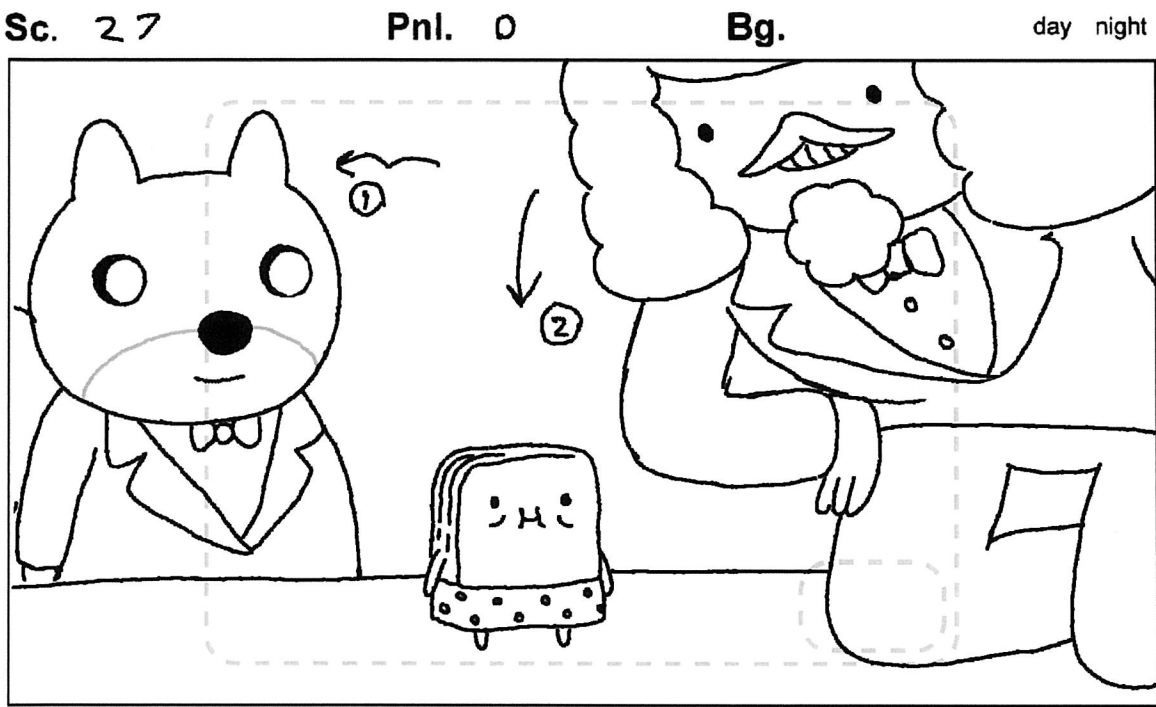
APPLAUSE & CHEERING

Action:

Timing:

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ADVENTURE TIME



Dialog:

KOO/ YES DEAR, DO YOU HAVE SOMETHING TO SAY?

MJ/ MM H MM... I'M JAMES' MOTHER, MRS. JAMES

Action:

Timing:

1025-203 EPISODE # Production :

ADVENTURE TIME



Sc. 27

Pnl. F

Bg.

day night

BG
SA

Sc. 27

Pnl. G

Bg.

day night

BG
SA

Dialog:

(mu)

MY SON GOT TURNED INTO A MUTANT MASS (CONT) AND WAS EXILED TO THE BADLANDS:

Action:

Timing:

ADVENTURE TIME

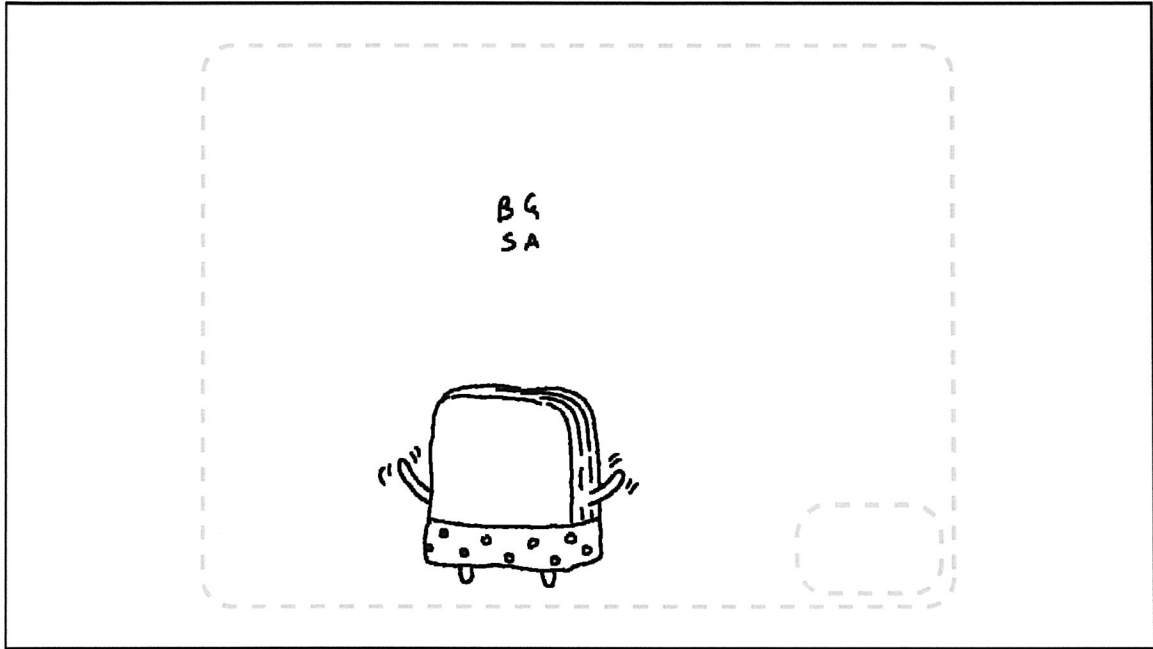


Sc. 27

Pnl. H

Bg.

day night

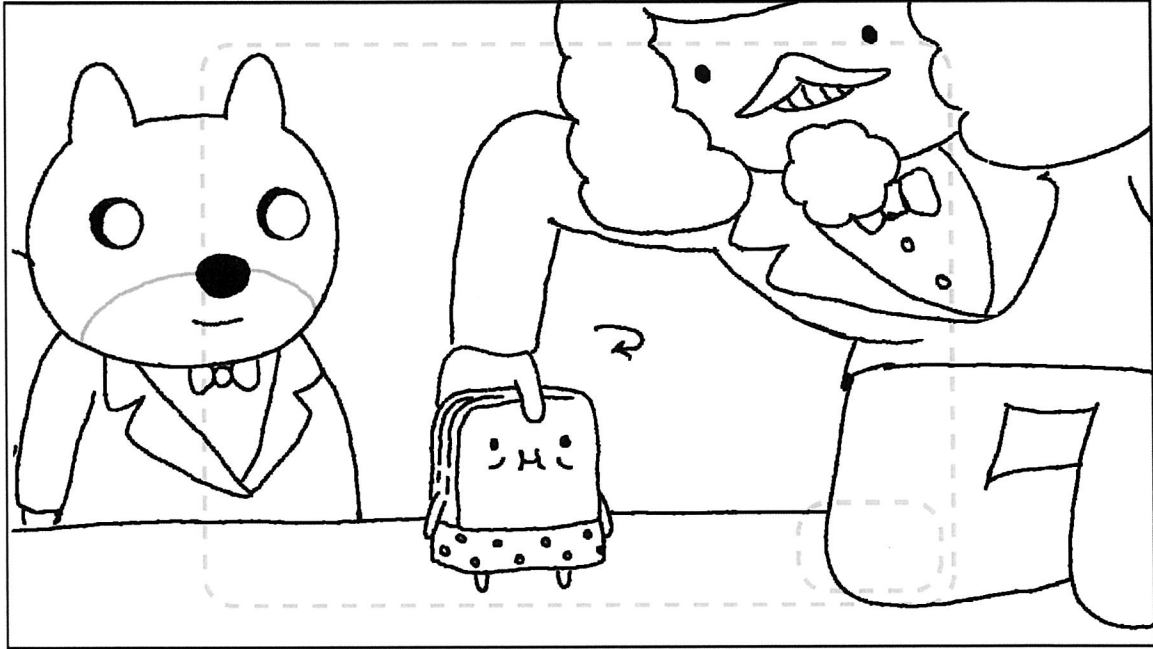


Sc. 27

Pnl. I

Bg.

day night

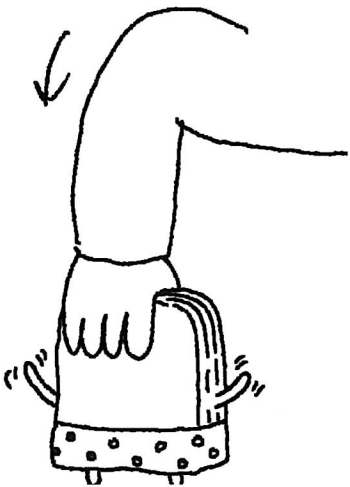


Dialog:

(CONT) ... BY PRINCESS
BUBBLEGUM !!!

Action:

Timing:

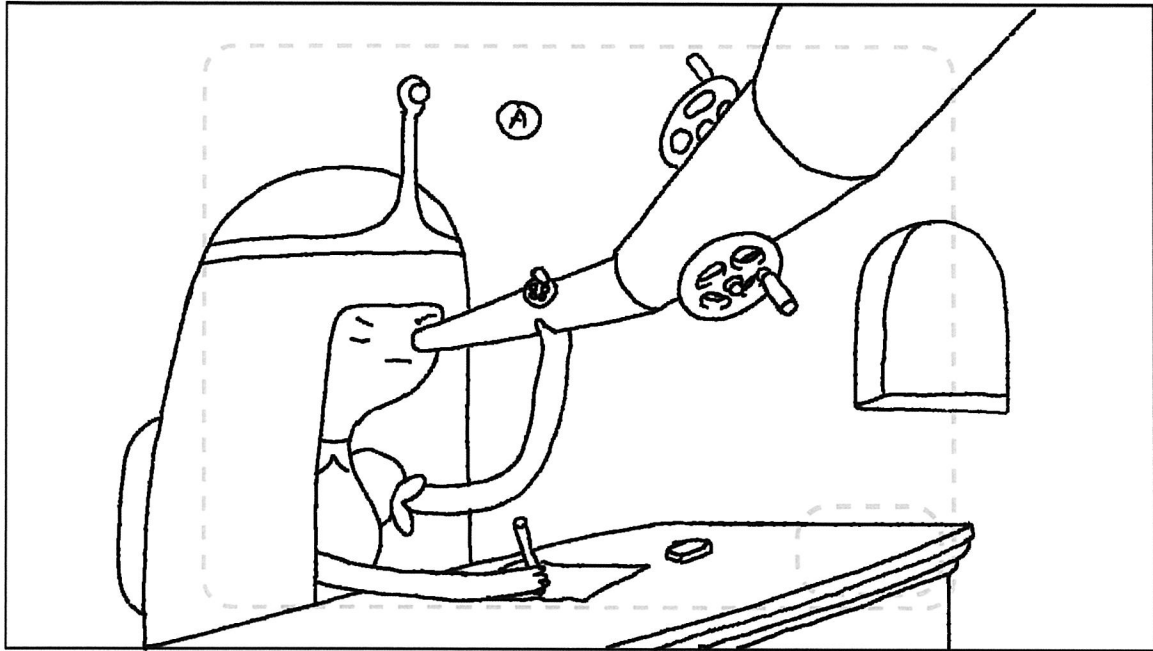


TURNS
HER
AROUND.

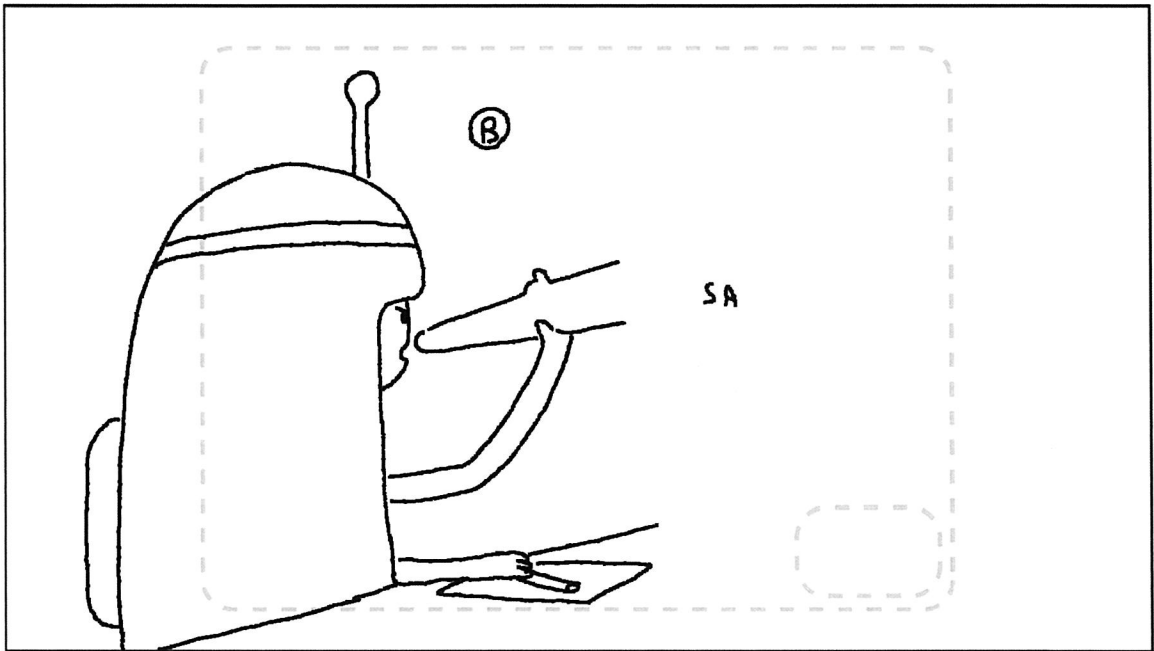
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:

(CROWD) (DISTANT) BOOOO!

(PB) (SARCASTICALLY) BOO.

Action:

... AND BACK TO

Timing:

1025-203

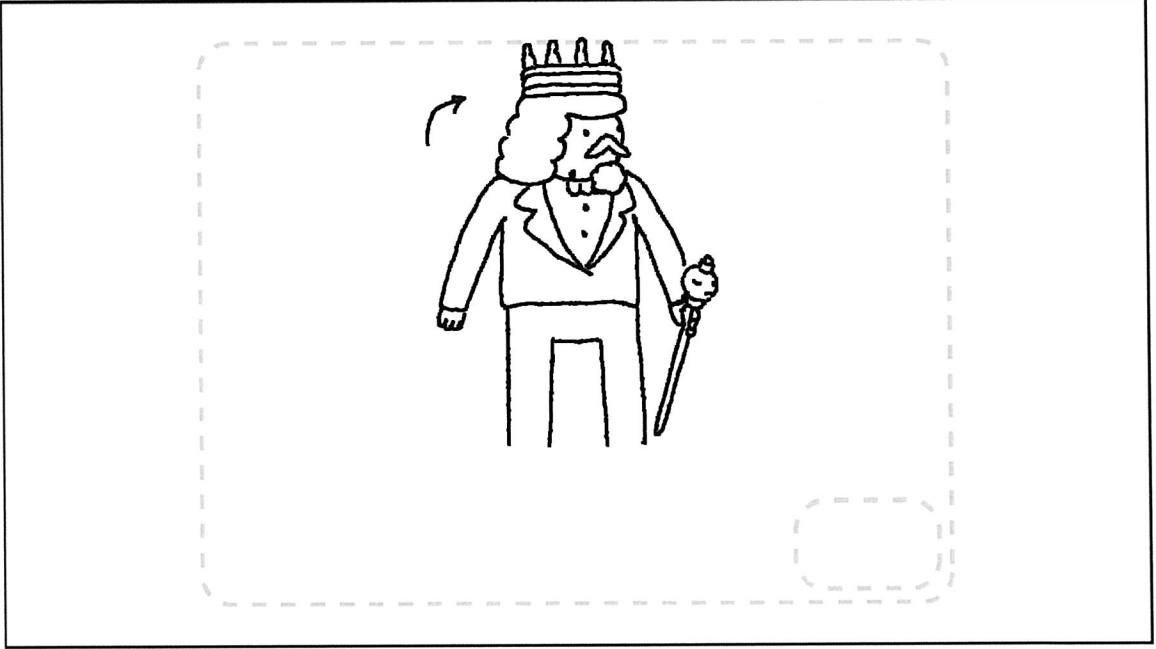
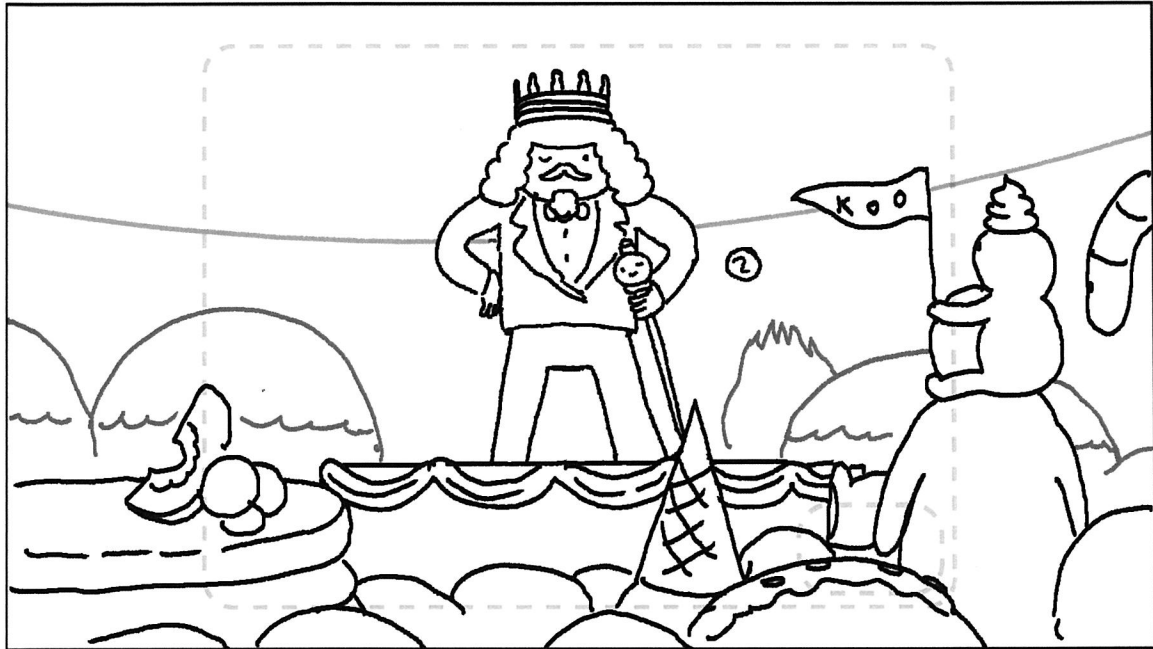
EPISODE #

Production :

ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night Sc. 29 Pnl. B Bg. day night



Dialog:

(KOO) WHO ISN'T MAD ABOUT THEIR MUTANT CHILDREN?

(SP) WHAT ABOUT ME, KING OF OOO?

Action:

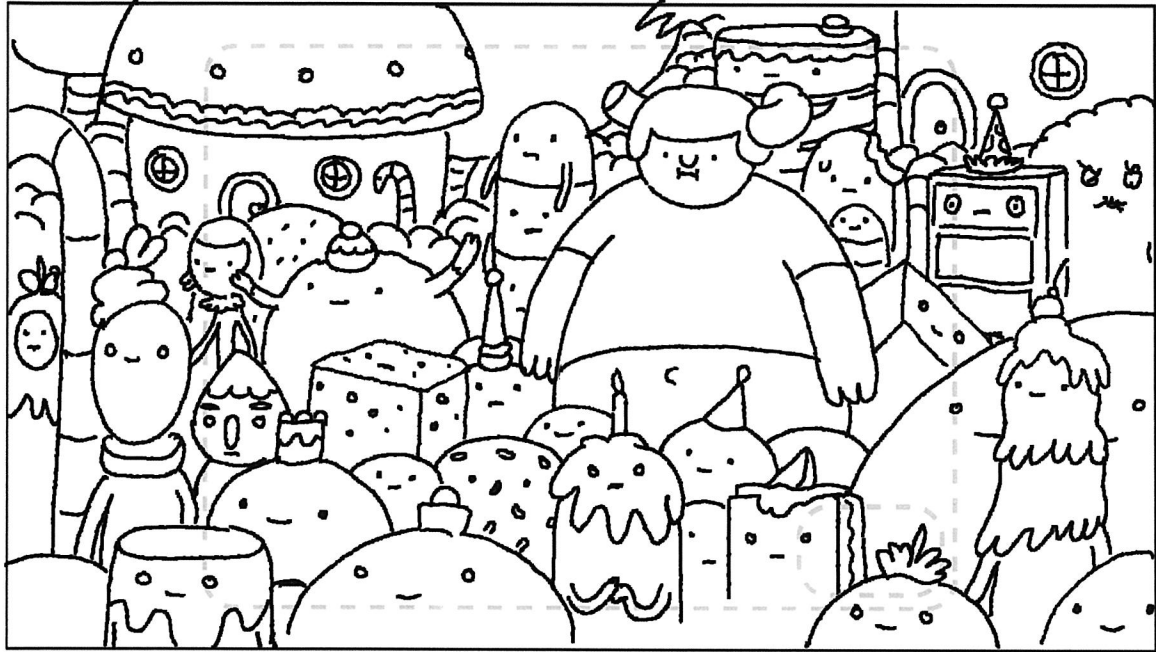
Timing:

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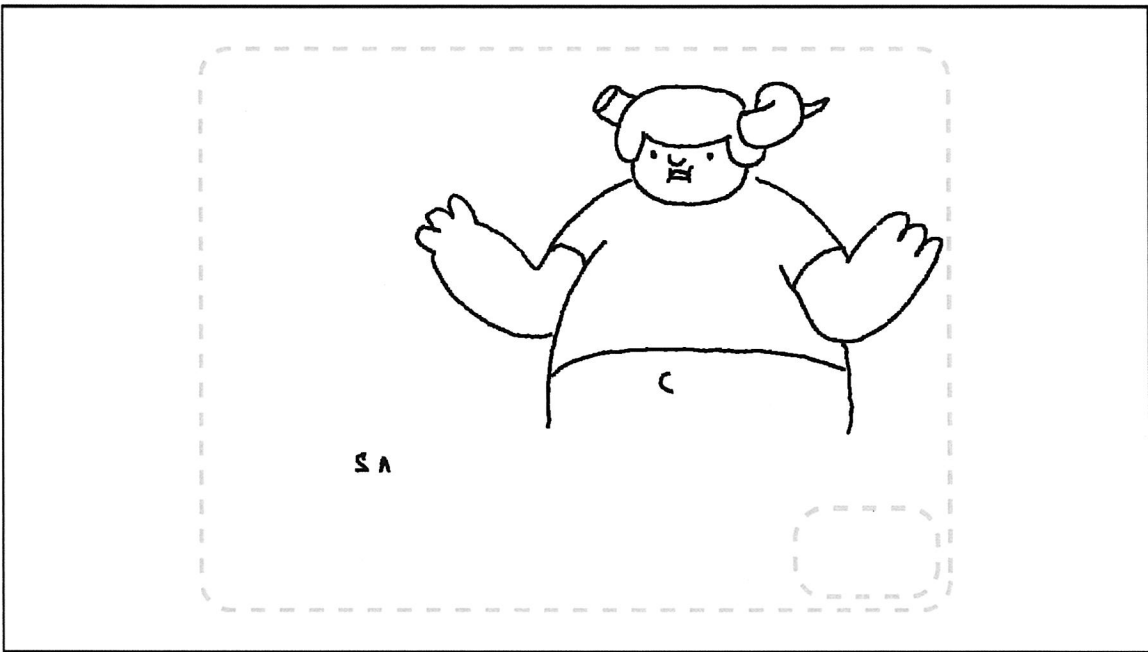
ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



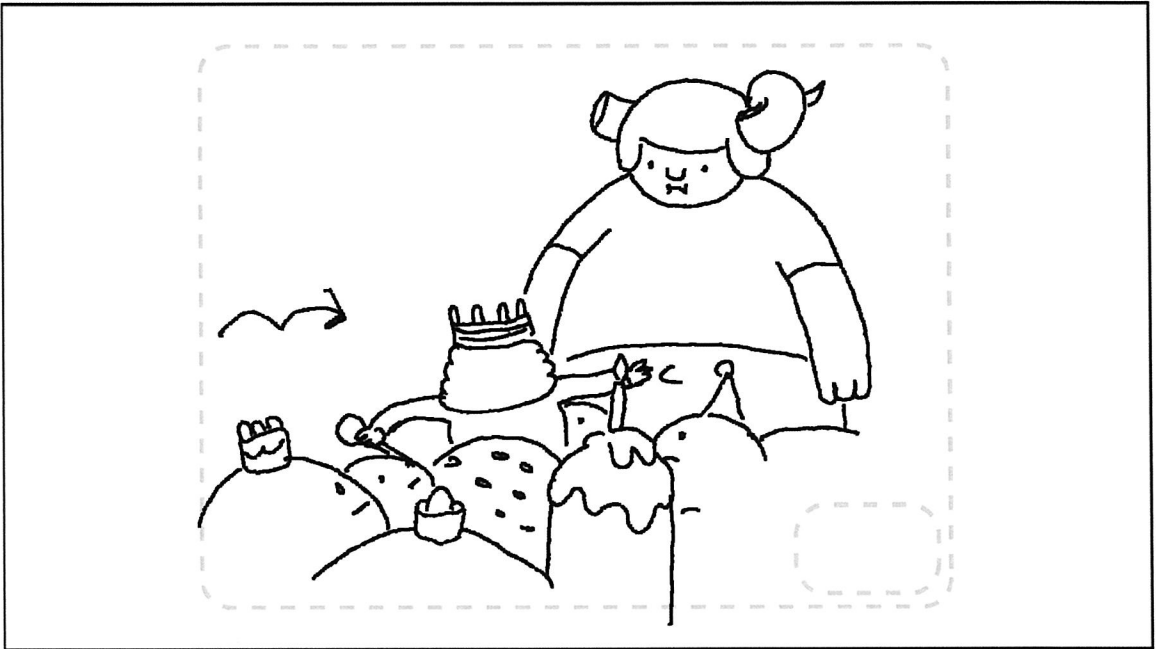
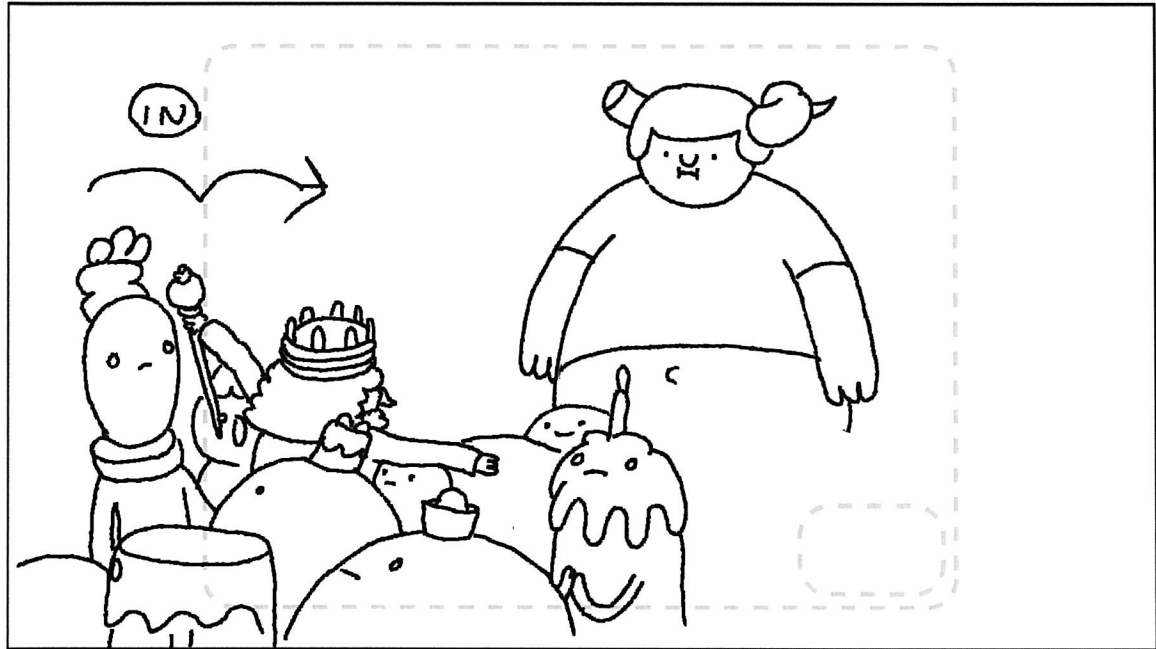
Dialog:	<p>(Koo) OH! SWEET PEA!</p> <p>(SP) YOU THREATENED TO BURN DOWN MY MAMA'S ORCHARD.</p>
Action:	
Timing:	

1025-203 EPISODE # Production :

ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night Sc. 30 Pnl. D Bg. day night



Dialog:

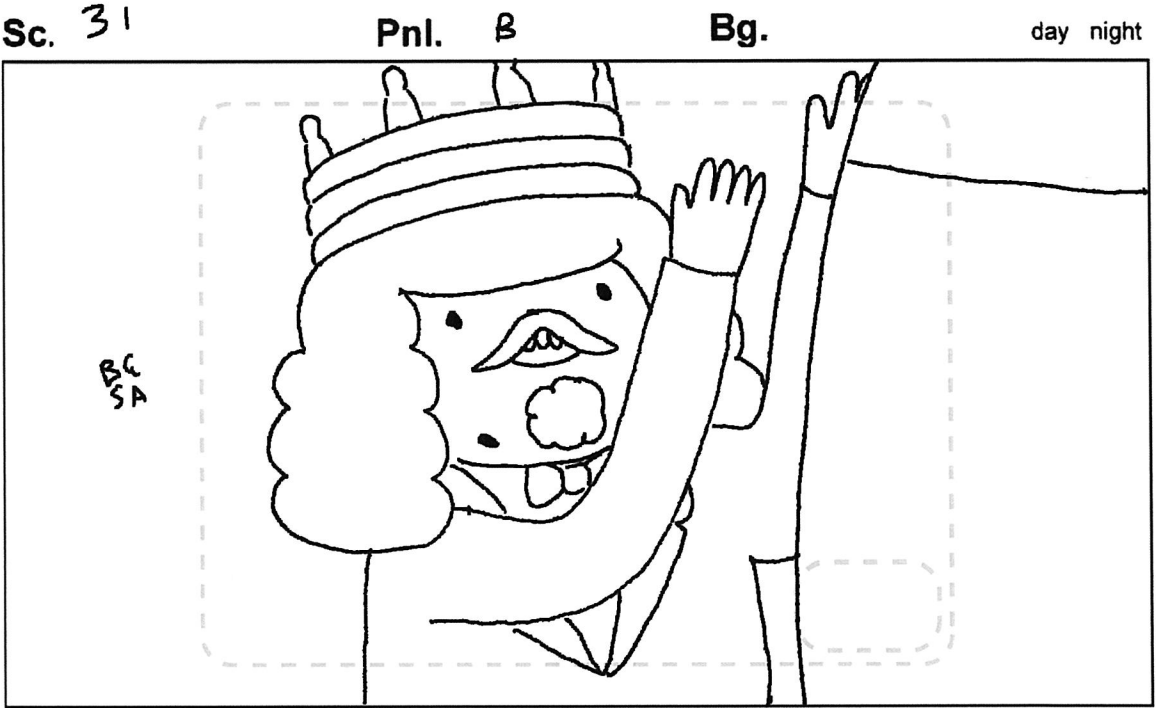
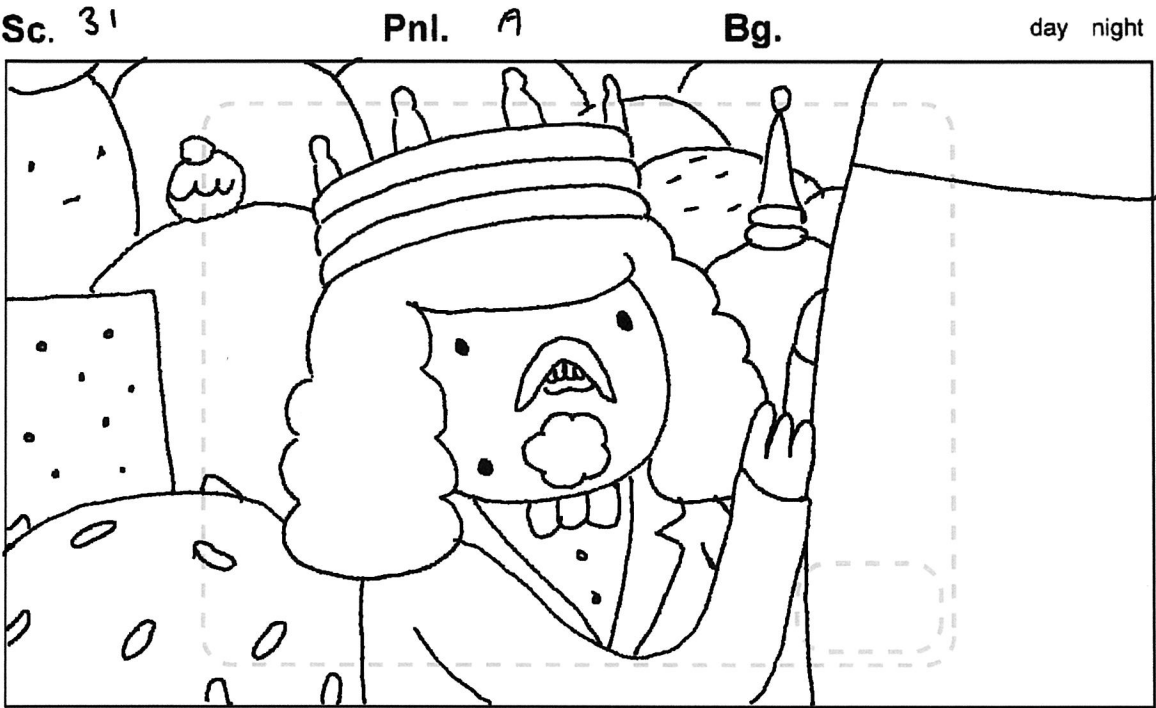
(KOO) I DID, THAT IS TRUE. BUT SWEET PEA, I WAS LIKE A CORNERED ANIMAL.

Action:

Timing:

1025-203 EPISODE # Production :

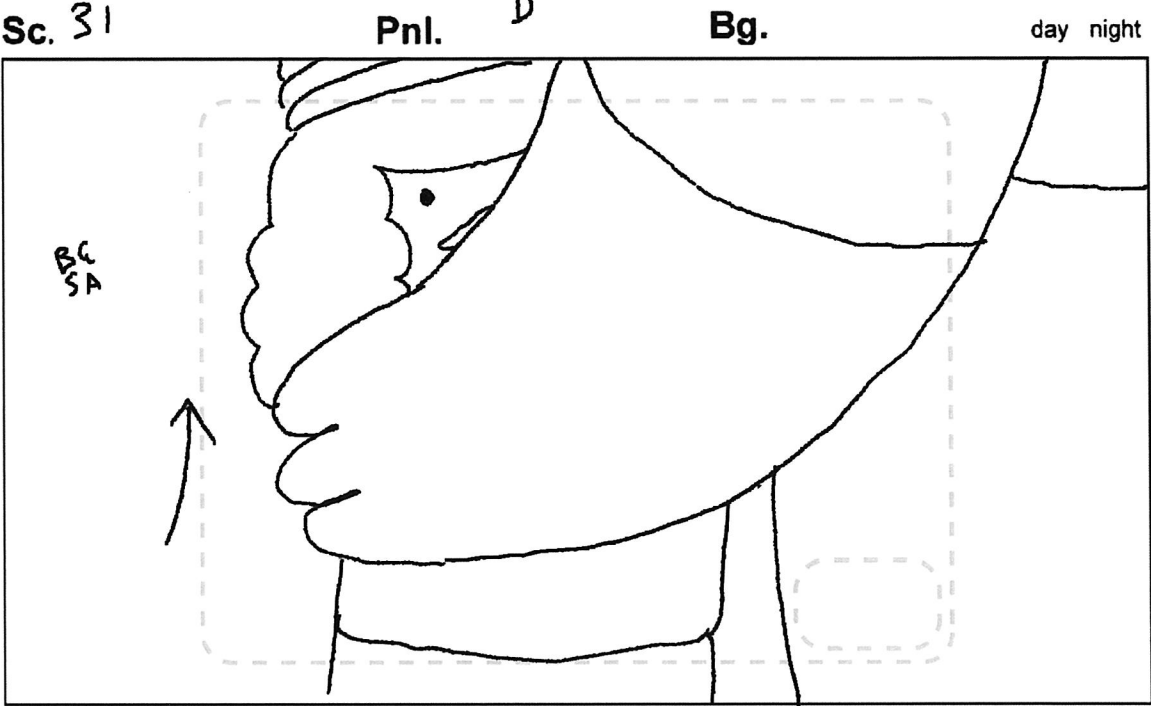
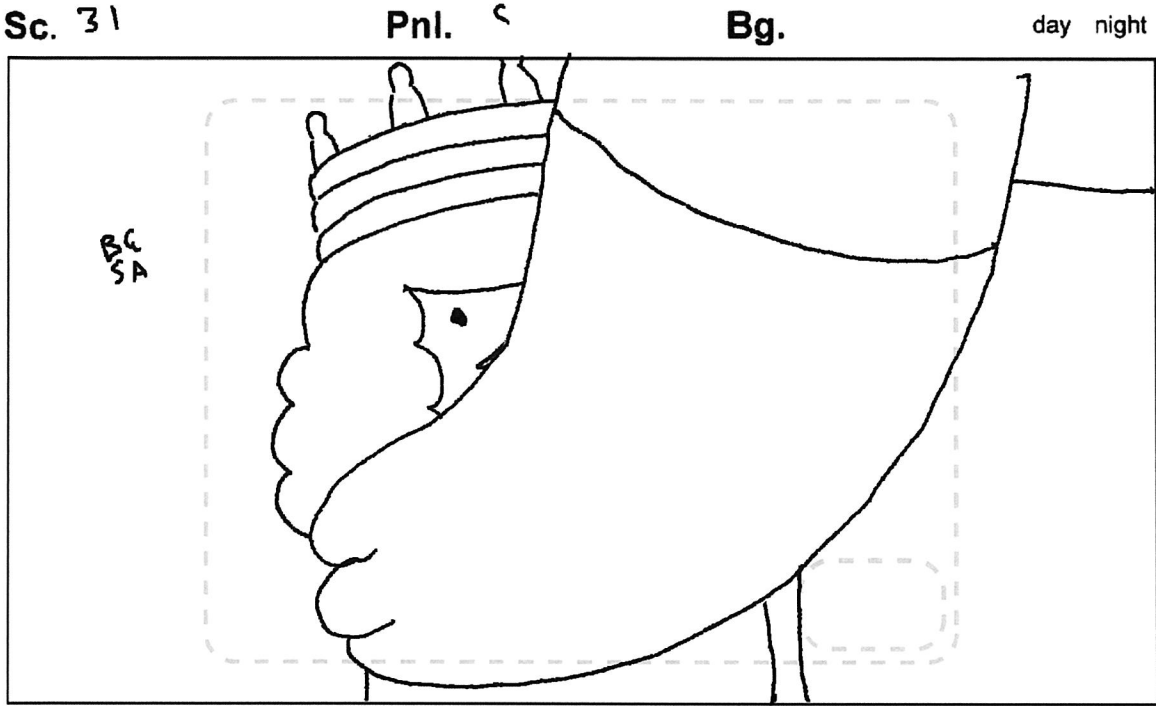
ADVENTURE TIME



Dialog:	"I KNEW NO' WHAT THY DOONE," I'M SORRY, SWEET PEA.	(QUIETER) HERE, LET ME UP.
Action:		
Timing:		

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ADVENTURE TIME



Dialog:
Action:
Timing:

1025-203

EPISODE #

Production :

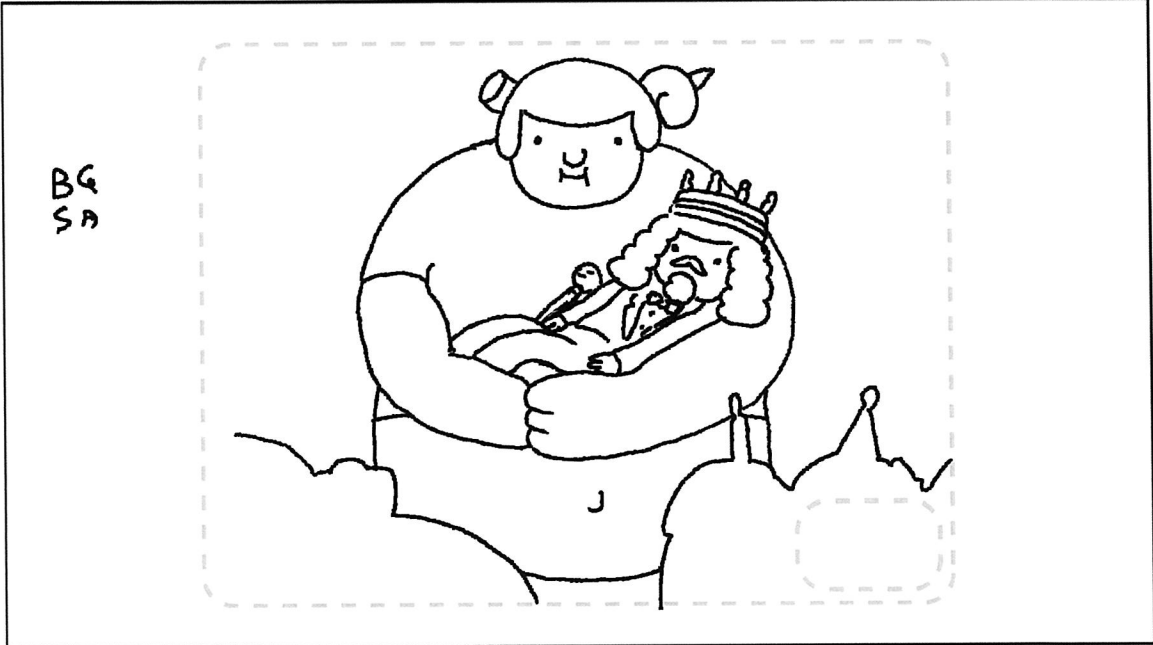
ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night

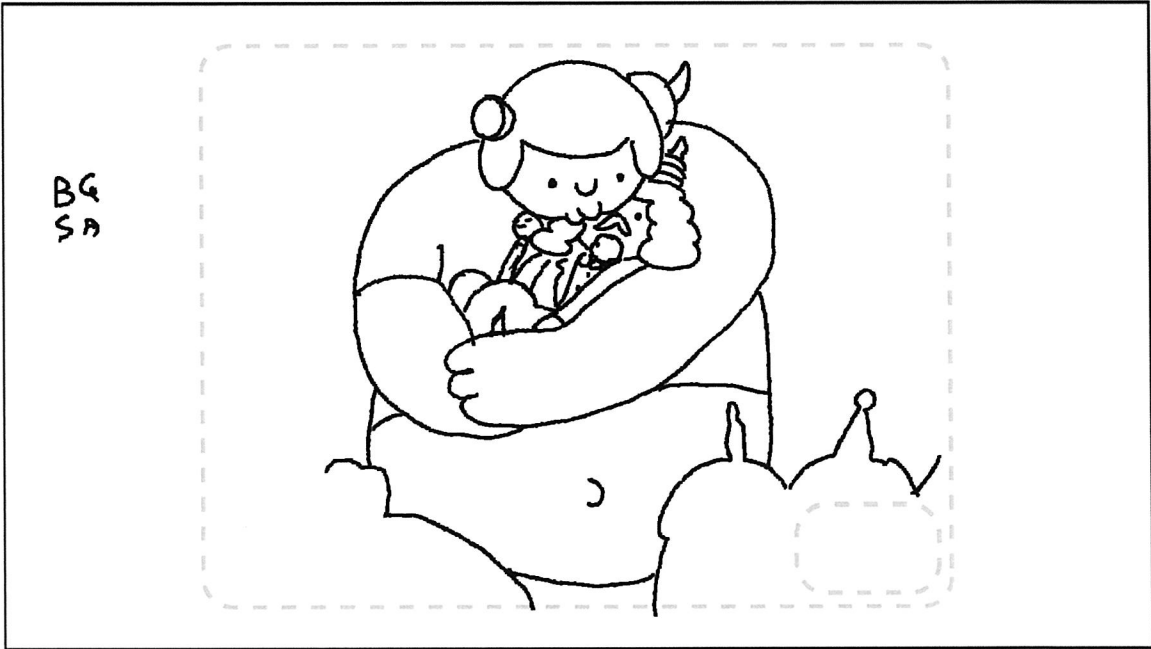
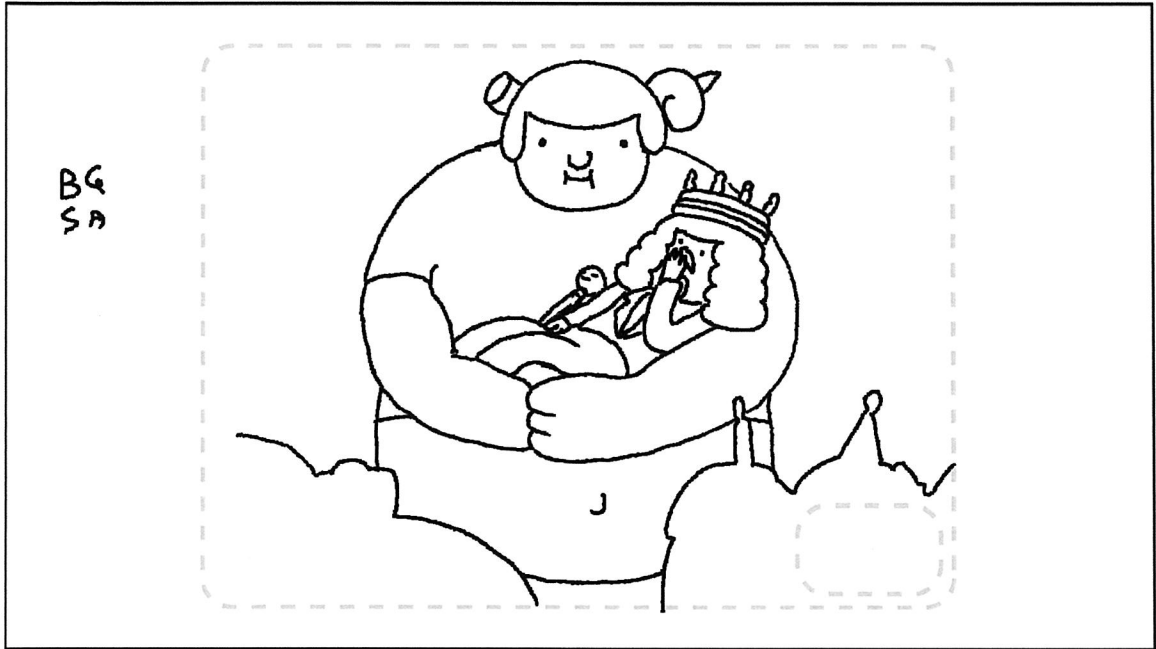


Dialog:
Koo / U G H N
Action:
Timing:

ADVENTURE TIME



Sc. 32 Pnl. 4 Bg. day night Sc. 32 Pnl. 0 Bg. day night



Dialog:
<p>(Koo) PST GIVE ME A KISS .</p> <p>(SP) ♥ KISS ♥</p>
Action:
Timing:

1025-203
EPISODE #
Production :

ADVENTURE TIME

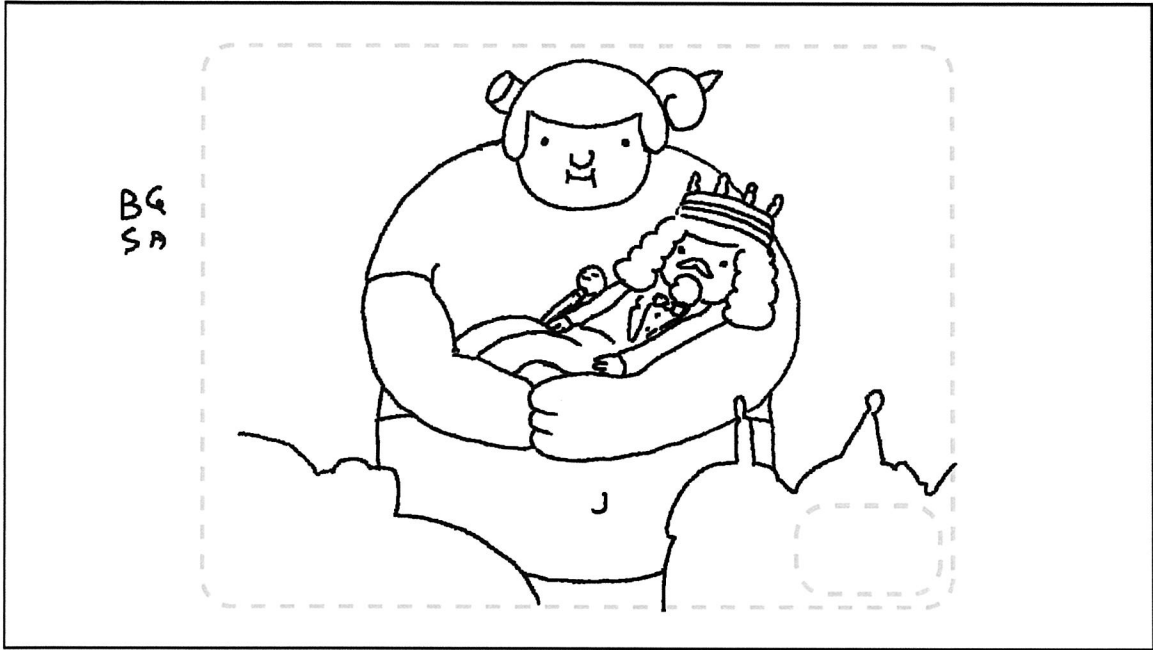


Sc. 32

Pnl. E

Bg.

day night

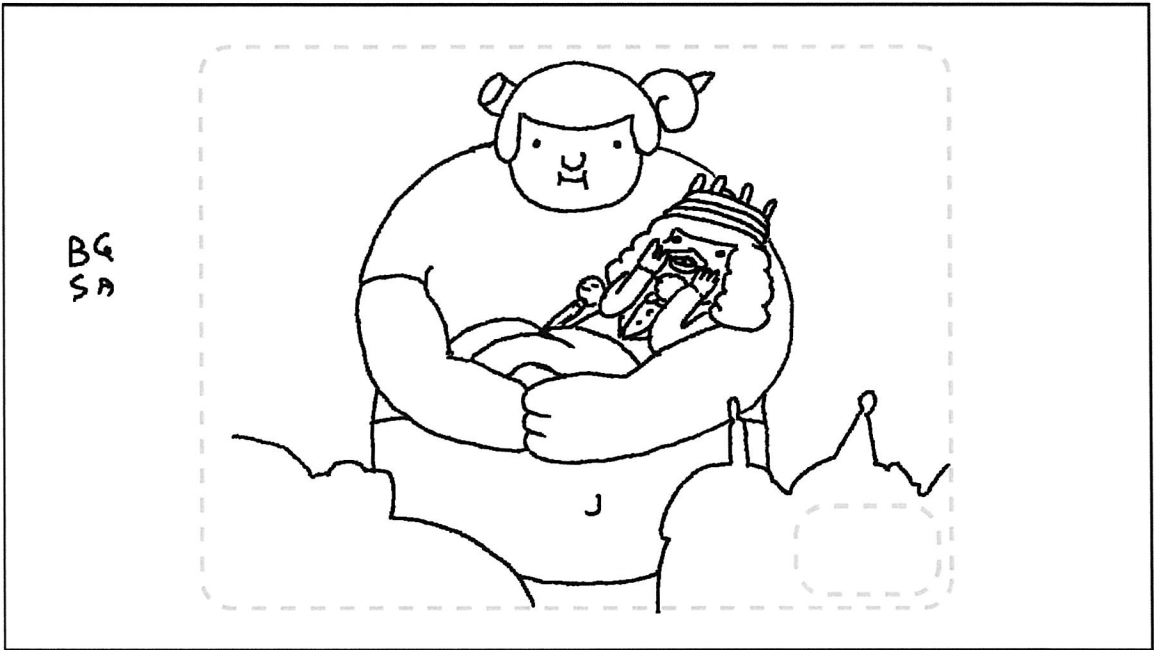


Sc. 32

Pnl. F

Bg.

day night



Dialog:

Crowd

Awww!

DO YOU HEAR US,
PRINCESS BUBBLEGUM?

Action:

Timing:

1025-203

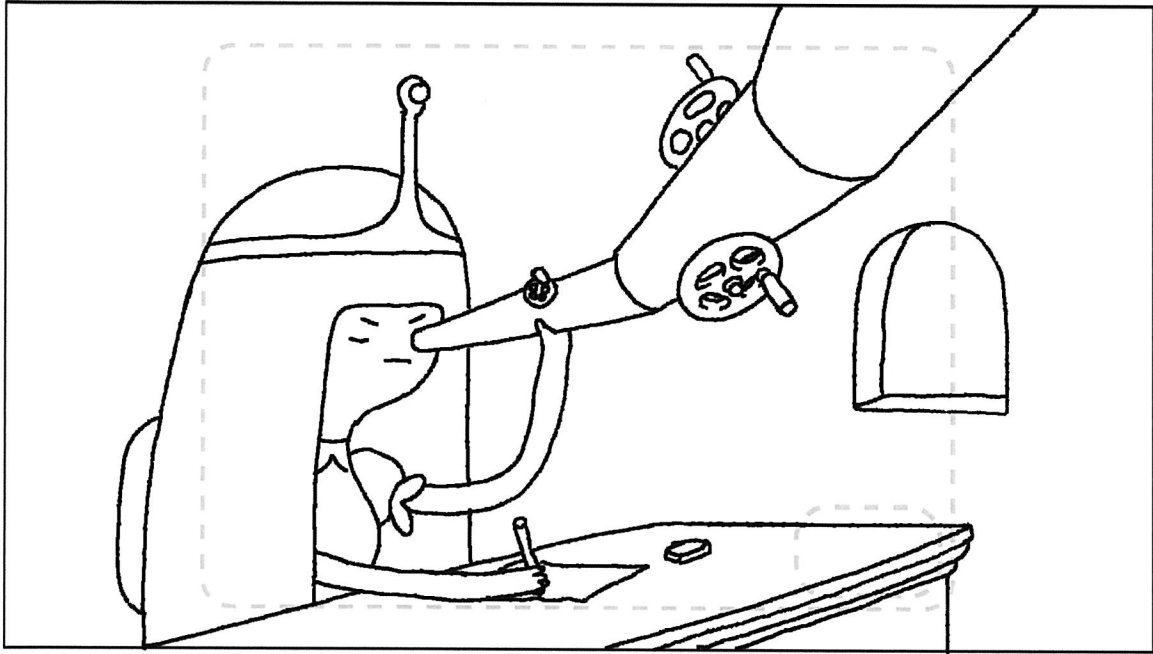
EPISODE #

Production :

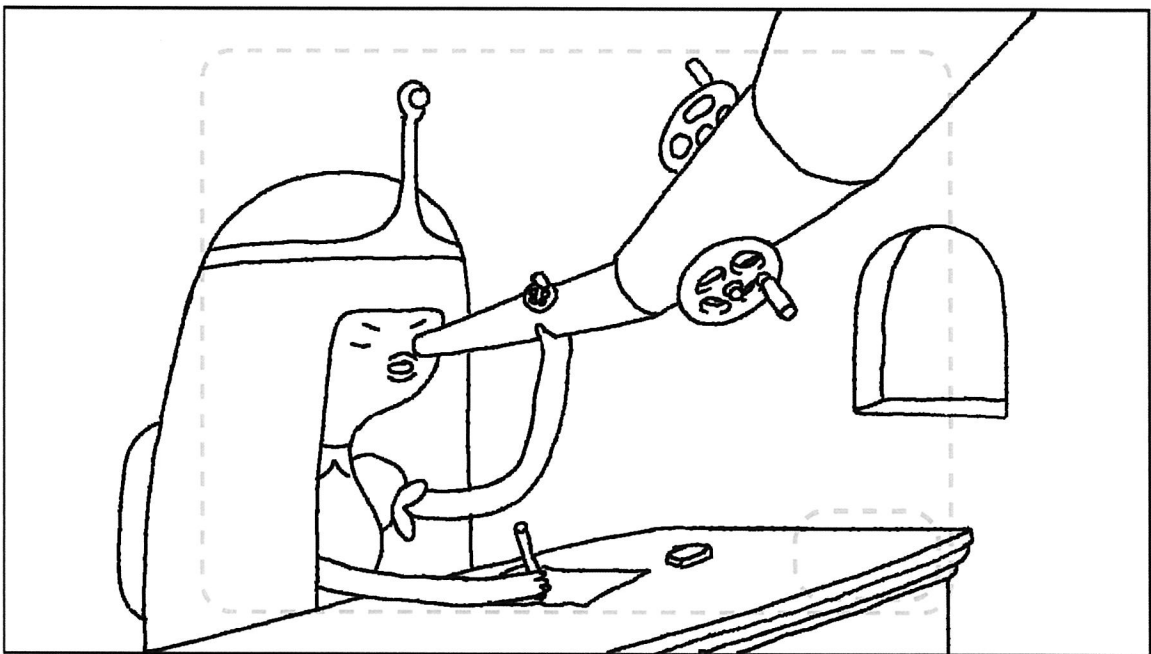
ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog:
(KOO) / (CONT) (O.S) DO YOU HEAR US !?
(PB) SHHHHHHHHHHH
Action:
Timing:

1025-203

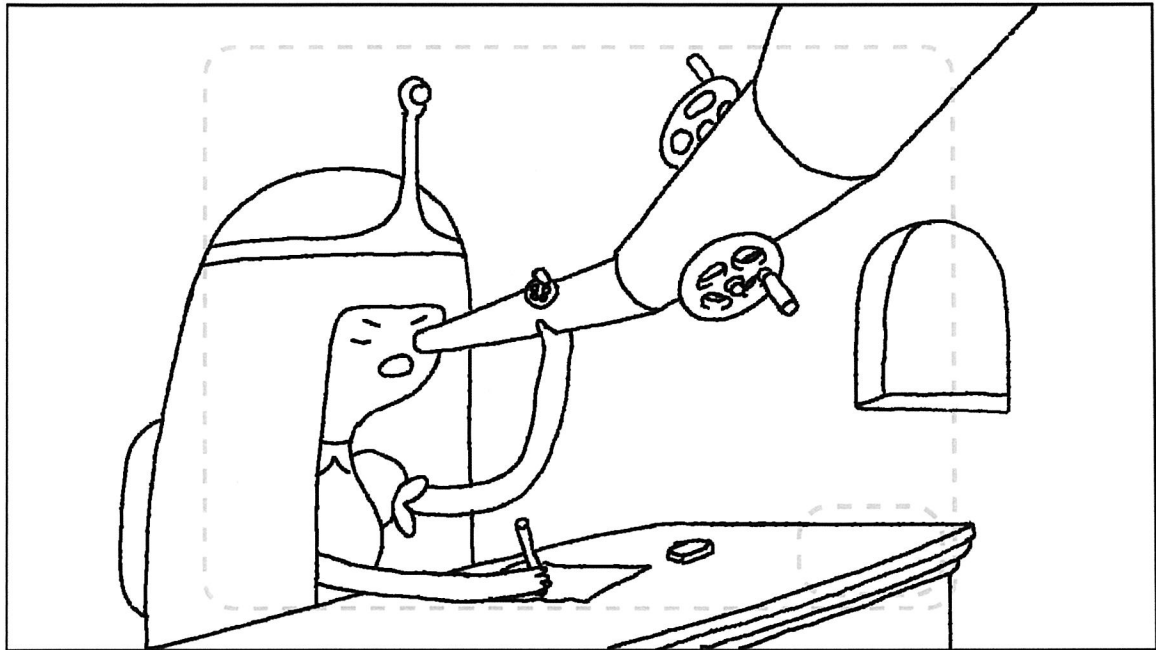
EPISODE #

Production :

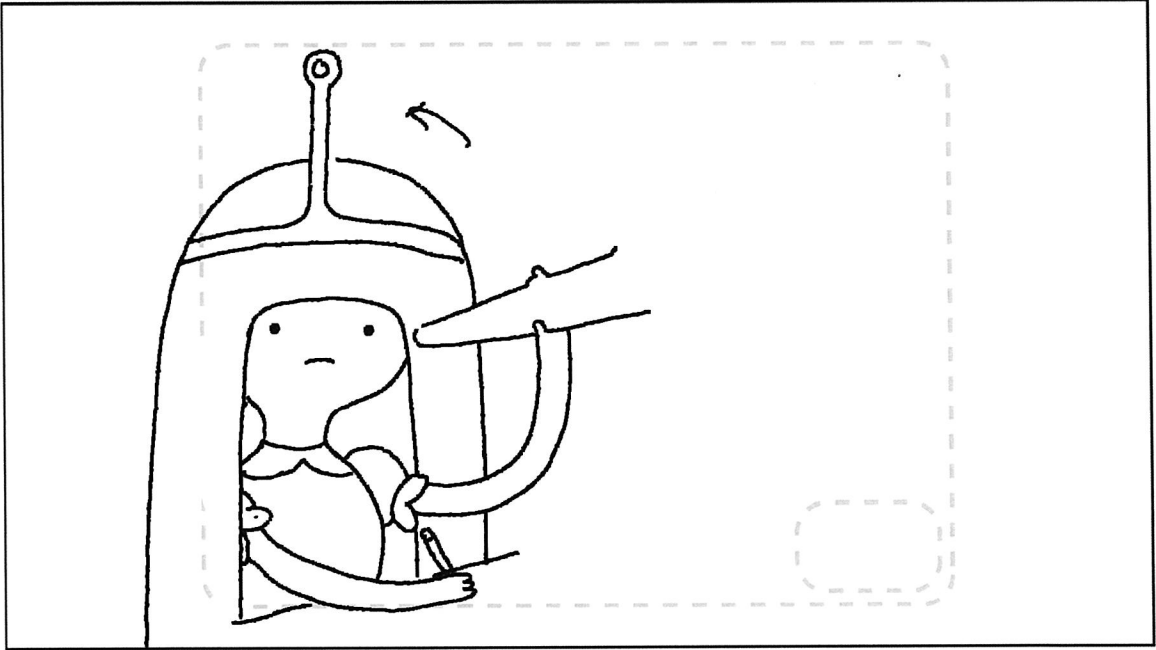
ADVENTURE TIME



Sc. 33 Pnl. c Bg. day night



Sc. 33 Pnl. D Bg. day night



Dialog:

(PB) (CONT) H H U T U P .

(PEP) PRINCESS , I'M SORRY TO DISTURB YOU.

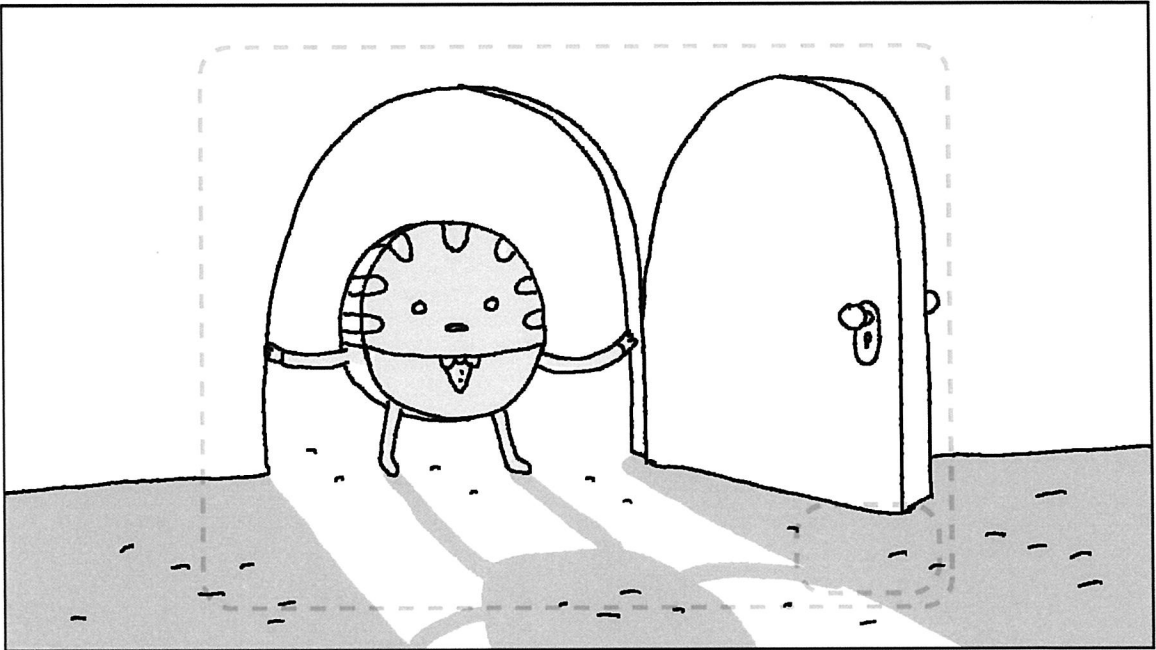
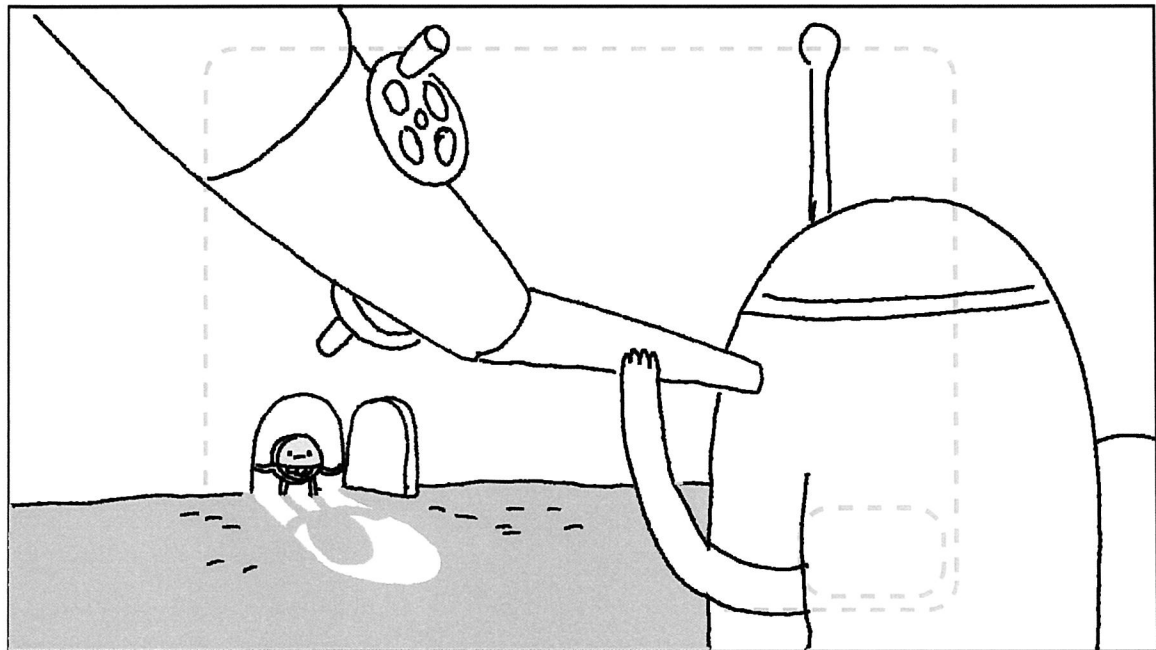
Action:

Timing:

ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night Sc. 35 Pnl. A Bg. day night



Dialog:
PEP (CONT) BUT I FEEL THAT YOU <u>MUST</u> CAMPAIGN,
PEP I BELIEVE THAT THE CANDY PEOPLE ARE REAL DUMB.
Action:
Timing:

1025-203

EPISODE #

Production :

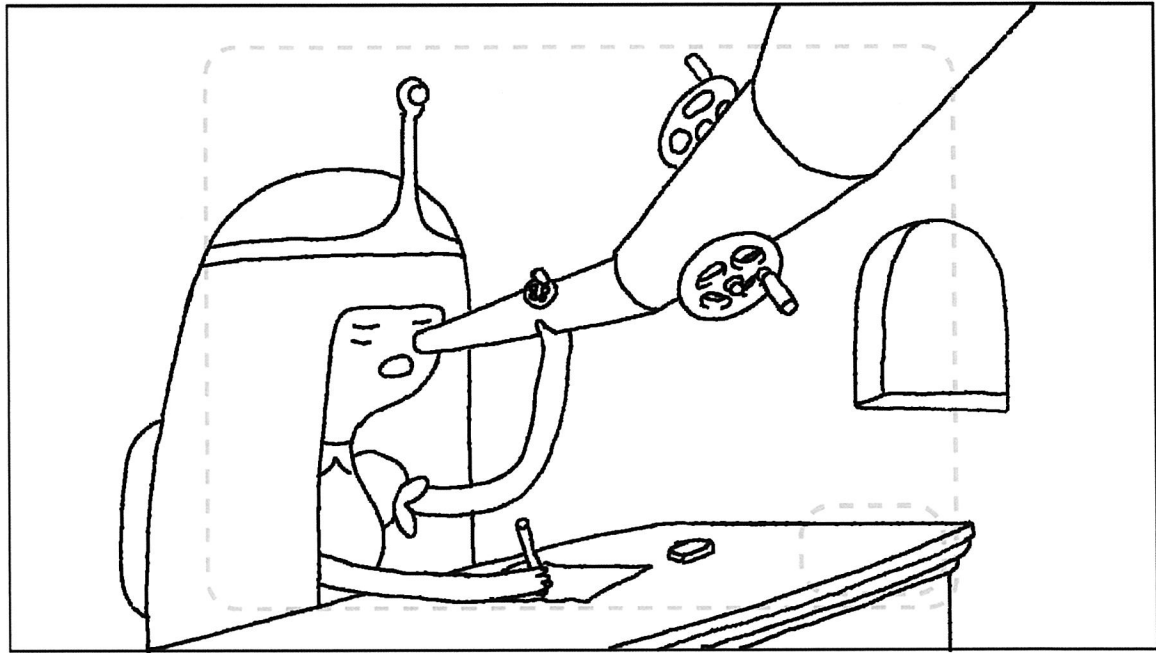
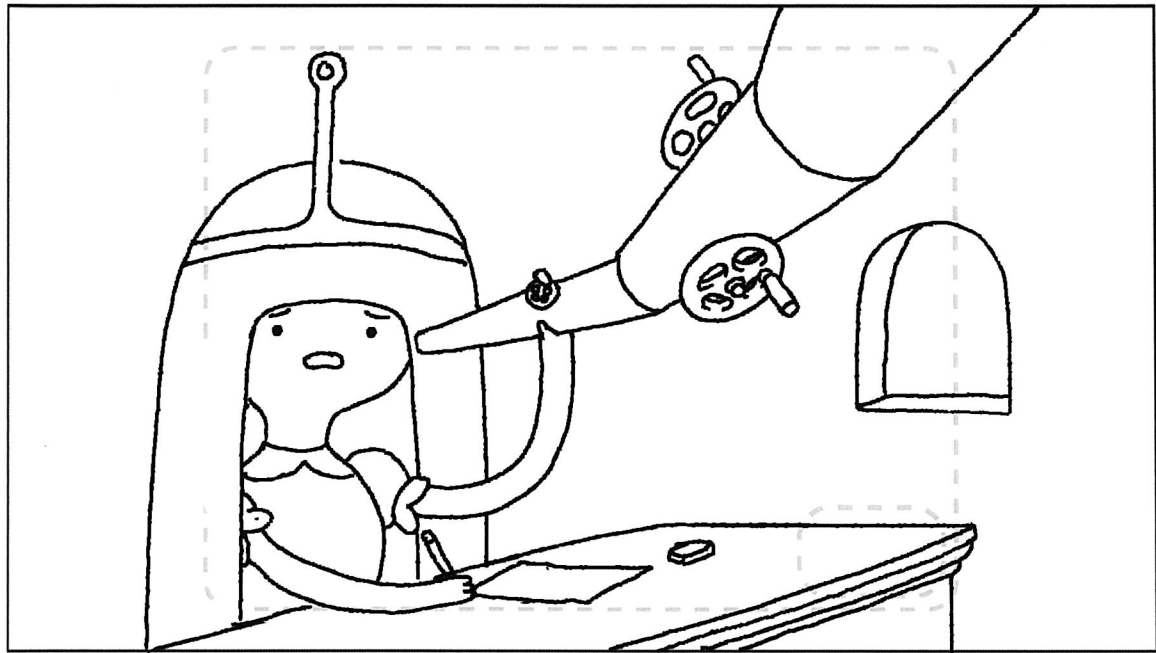
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ADVENTURE TIME



Page 55

Sc. 36 Pnl. A Bg. day night Sc. 36 Pnl. B Bg. day night



Dialog:
I'M SORRY , BUT I'M STUDYING SOMETHING THAT COULD BE IMPORTANT .
Action:
Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME

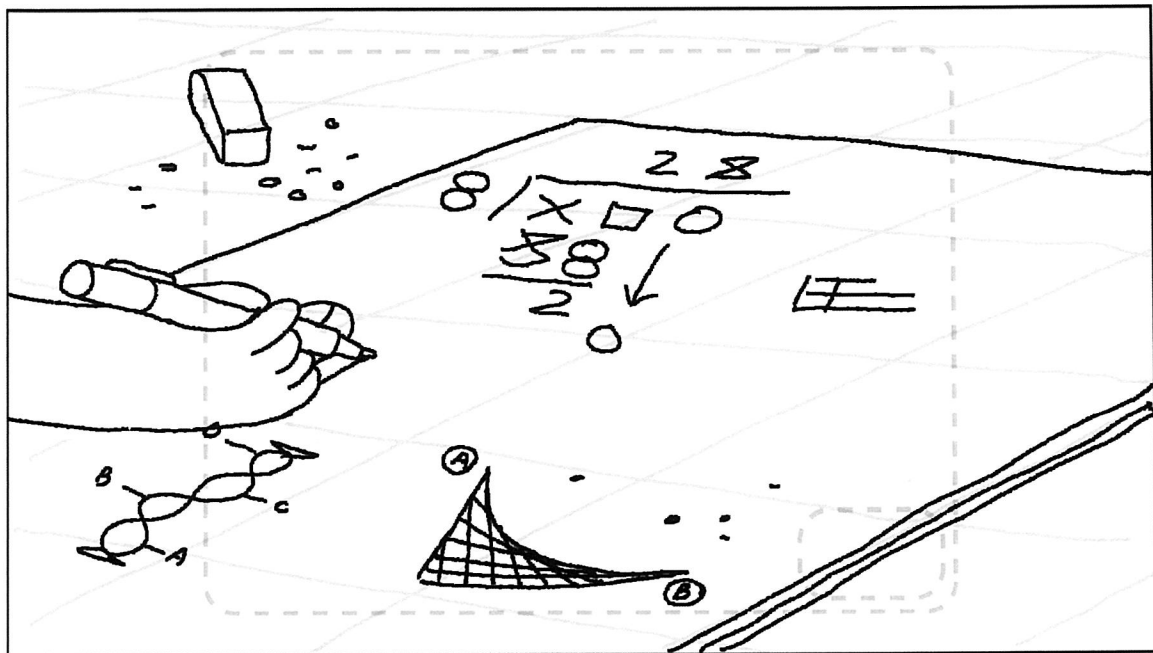


Sc. 37

Pnl. A

Bg.

day night

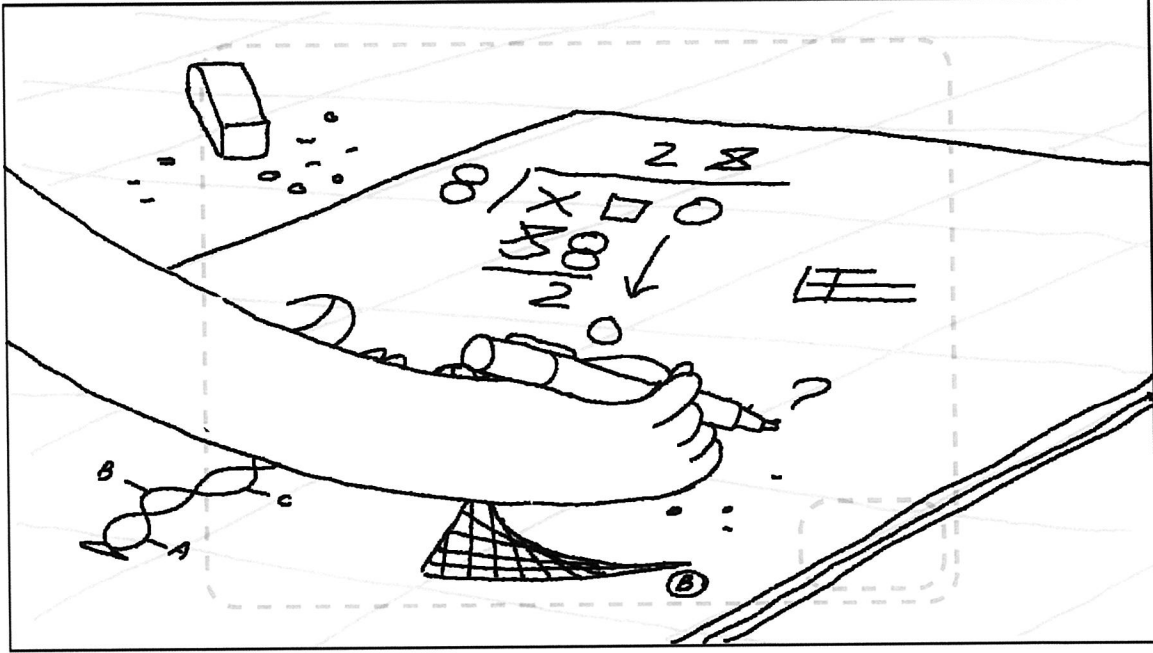


Sc. 37

Pnl. B

Bg.

day night



Dialog:

(SFX) SKRITCH SKRITCH SKRITCH SKRITCH.

Action:

Timing:

1025-203

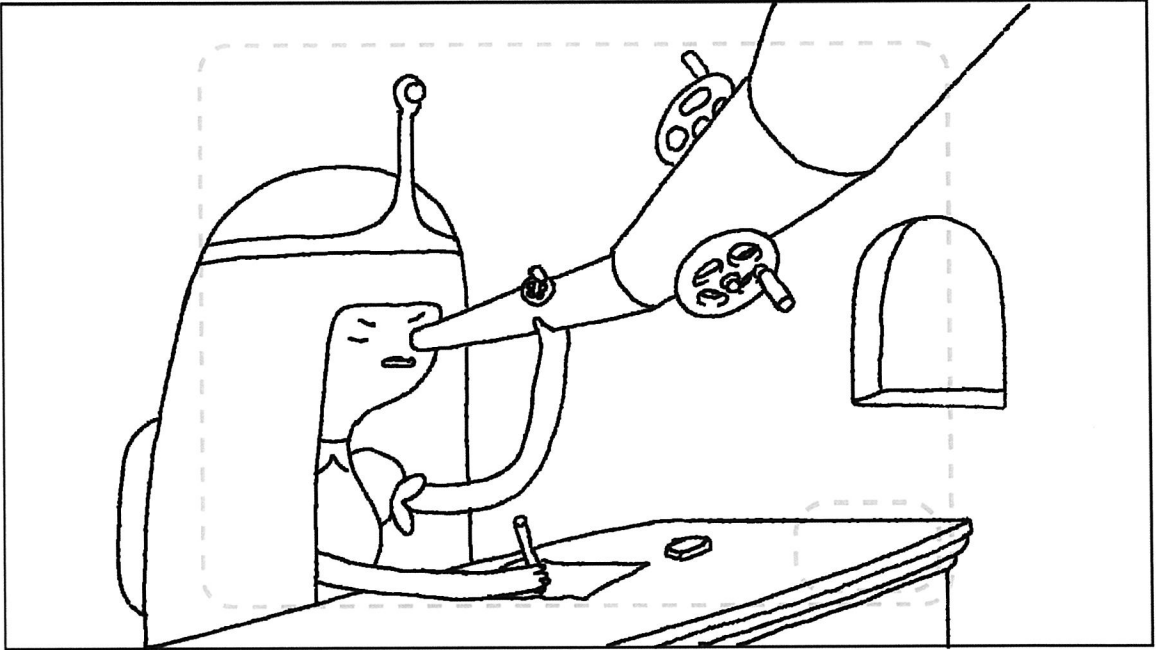
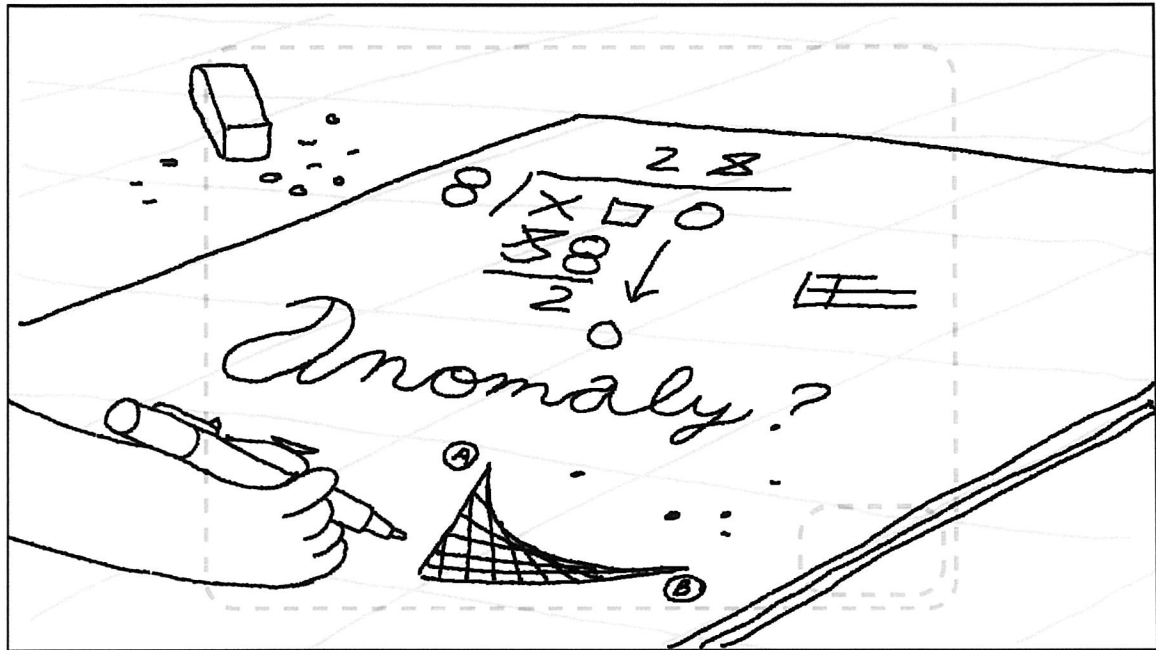
EPISODE #

Production :

ADVENTURE TIME



Sc. 37 Pnl. 6 Bg. day night Sc. 38 Pnl. A Bg. day night

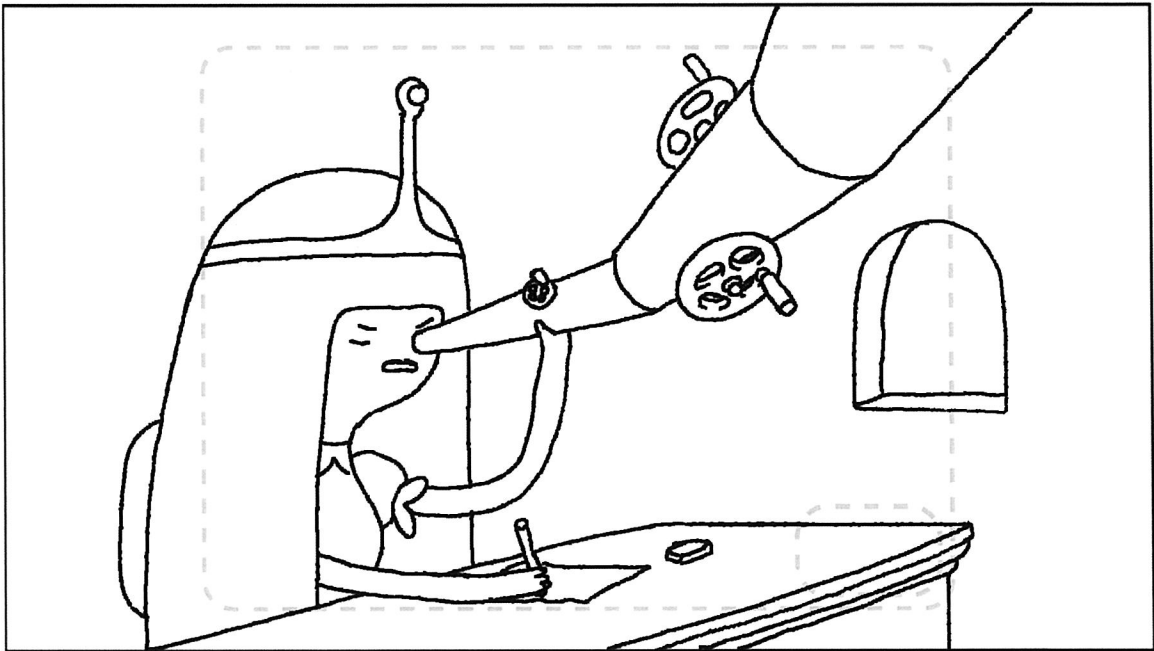
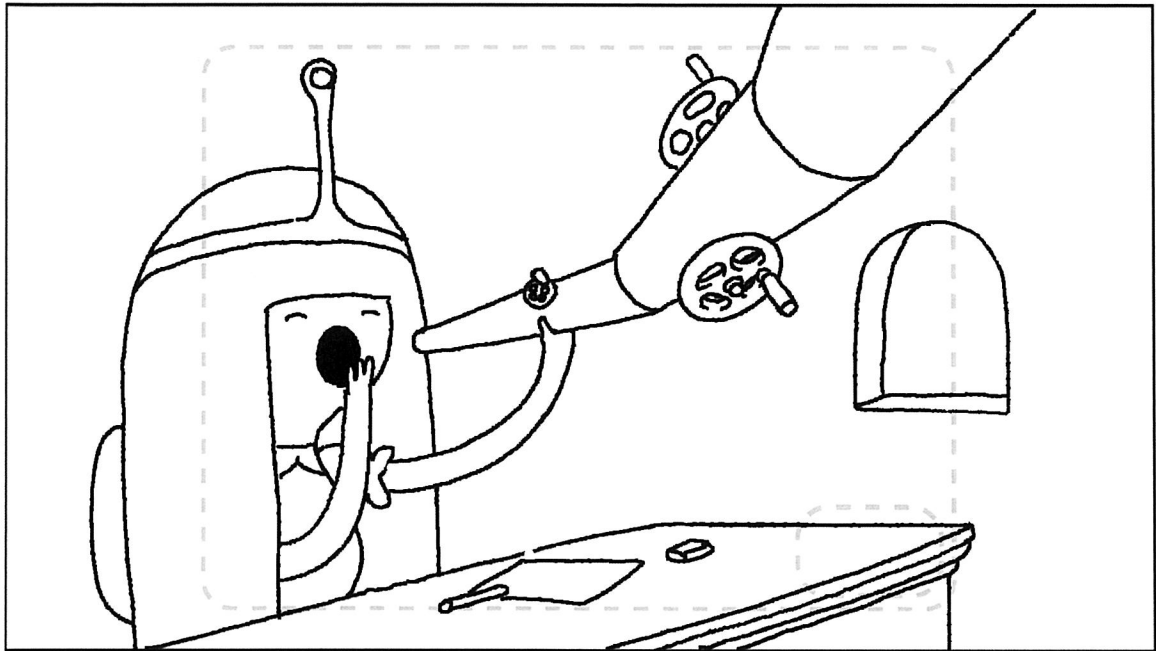


Dialog:	(PB) THIS DUMB ELECTION. IT'S NOT EVEN, I MEAN IT'S BARELY EVEN —
Action:	
Timing:	

ADVENTURE TIME



Sc. 38 Pnl. B Bg. day night Sc. 38 Pnl. C Bg. day night



Dialog:
<p>(PD) == SMALL YAWN ==</p> <p>. IT'S BARELY EVEN <u>LEGAL</u>.</p>
Action:
Timing:

1025-203 EPISODE # Production :

ADVENTURE TIME



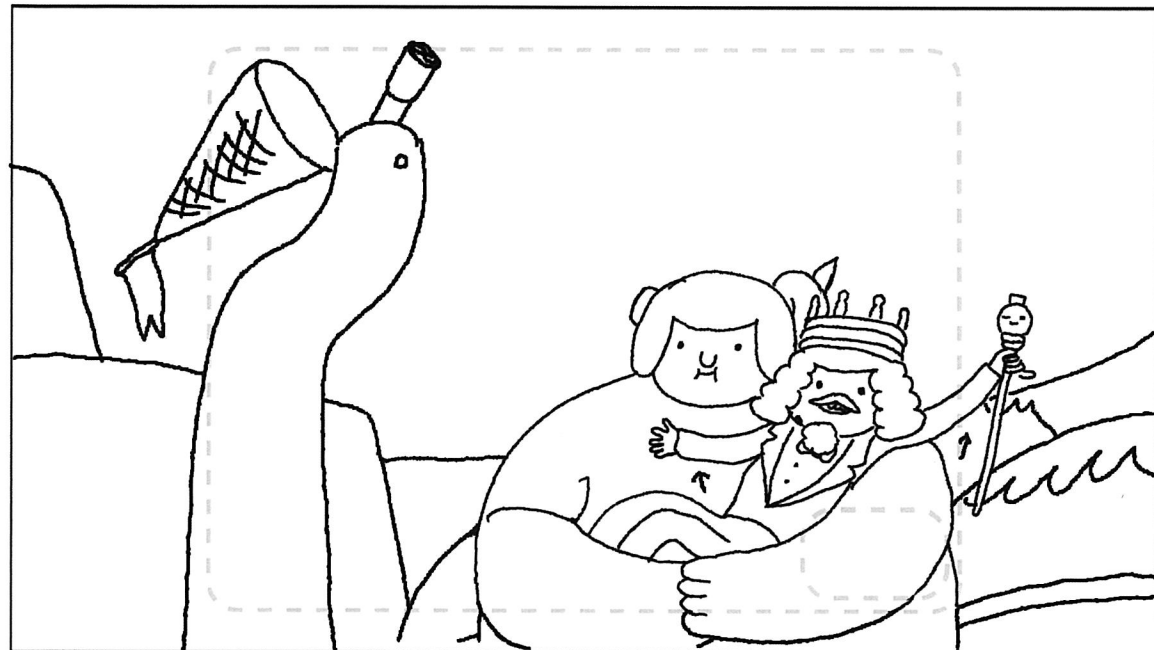
Page 59

Sc. 39

Pnl. A

Bg.

day night

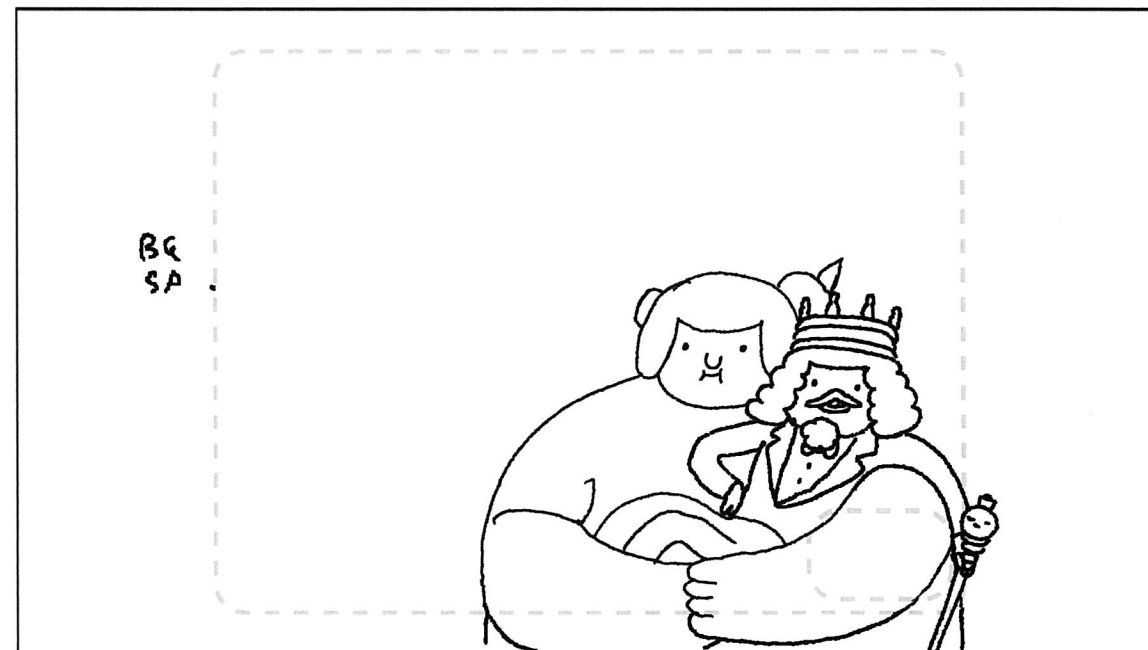


Sc. 39

Pnl. B

Bg.

day night



Dialog:

(koo) "A BARELY, AND YET
FULLY LEGAL ELECTION."

(cont) THAT'S WHAT MY CAMPAIGN
MANAGER TOLD ME.

Action:

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



Sc. 39	Pnl. 1	Bg.	day night	Sc. 39	Pnl. 2	Bg.	day night

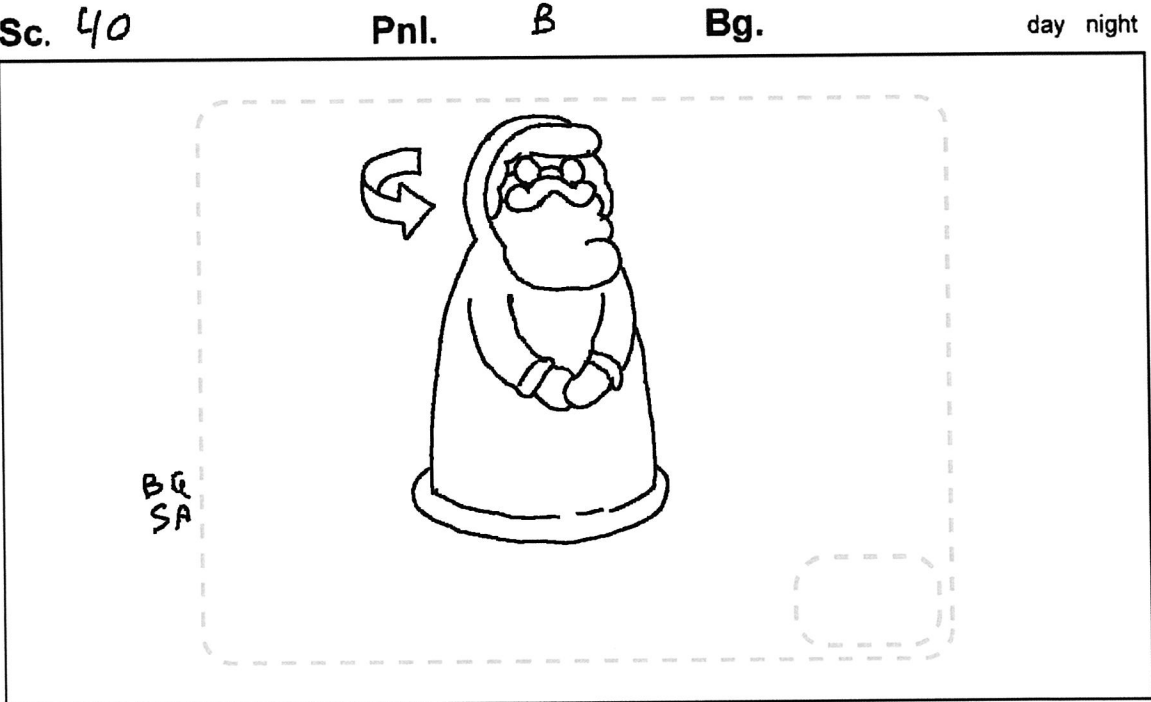
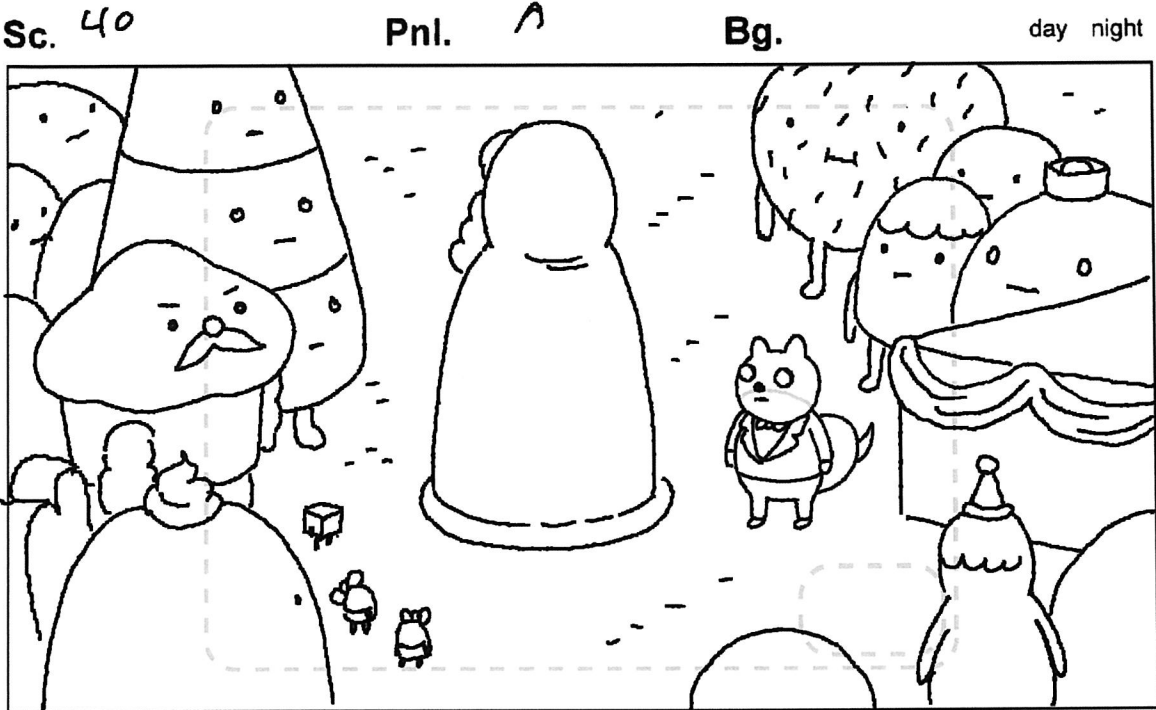
Dialog:	<p>(Koo) HOW ABOUT THAT, HUH!</p> <p>LET'S HEAR IT FOR HIM -</p>
Action:	
Timing:	

1025-203

EPISODE #

Production :

ADVENTURE TIME

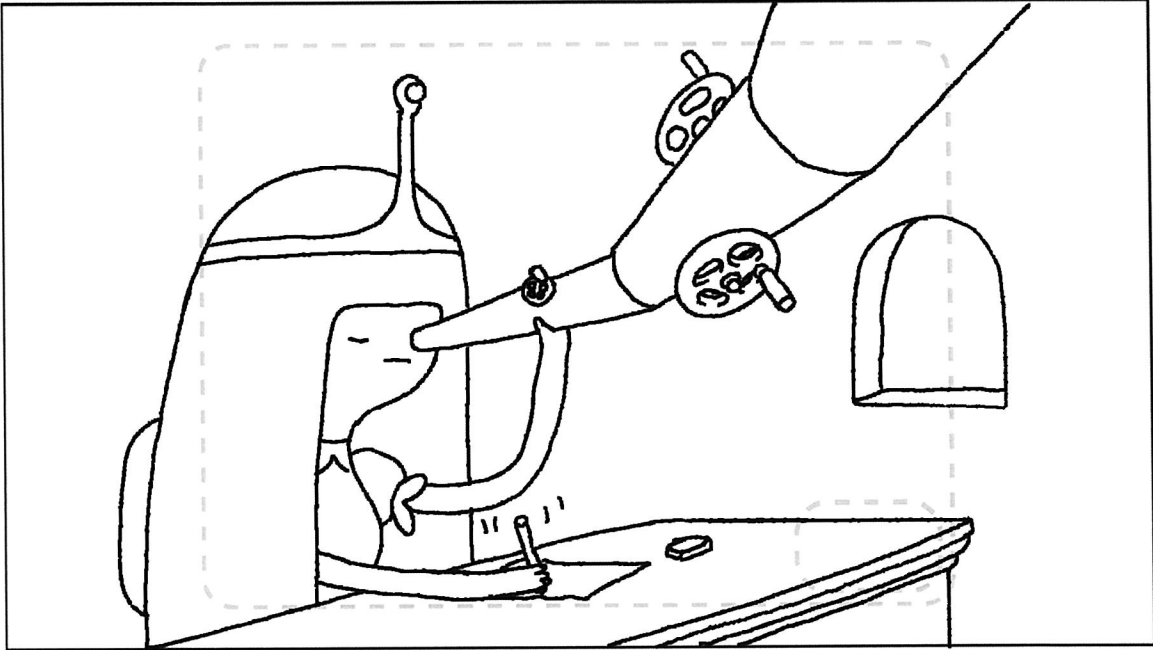
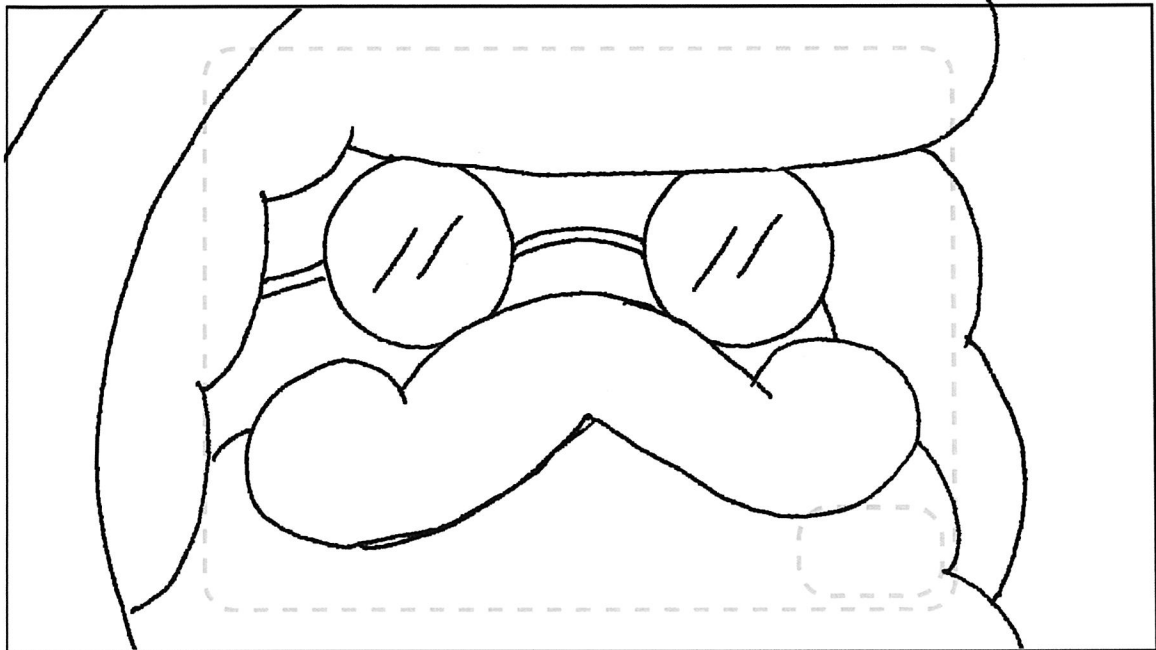


Dialog:	(KOO) MR. X!	(KOO) HAHA! WEIRD, RIGHT!
Action:		
Timing:		

ADVENTURE TIME



Sc. 41 Pnl. A Bg. day night Sc. 42 Pnl. A Bg. day night



Dialog:	(CROWD) = CHEERS =
Action:	
Timing:	

1025-203

EPISODE #

Production :

ADVENTURE TIME

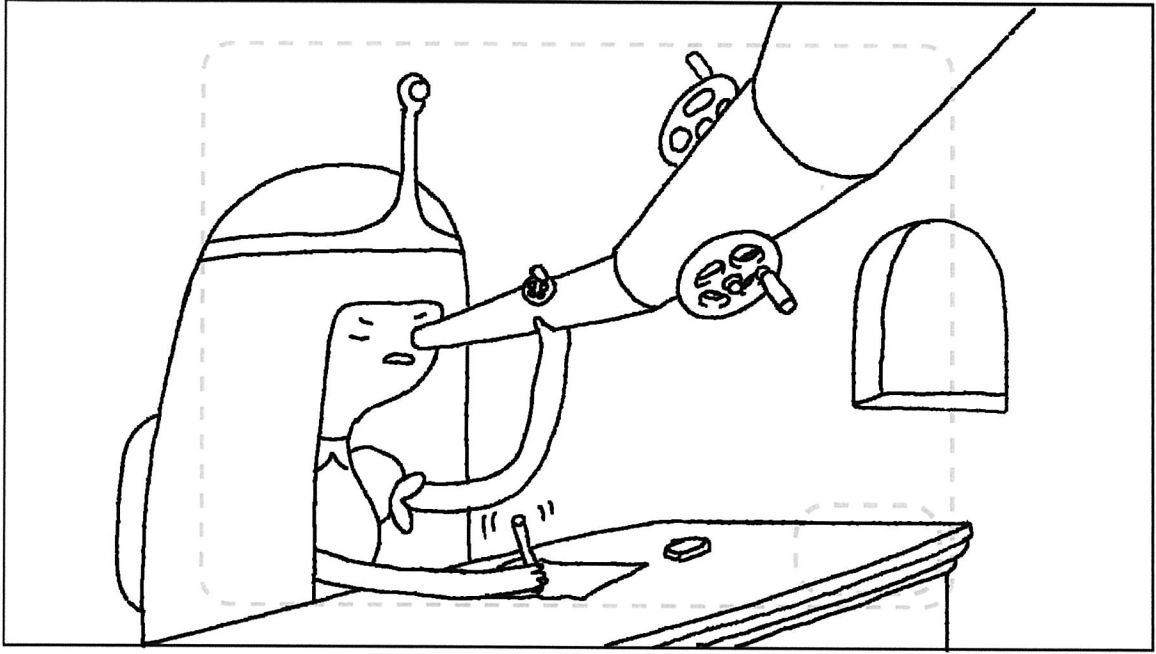


Sc. 42

Pnl. B

Bg.

day night

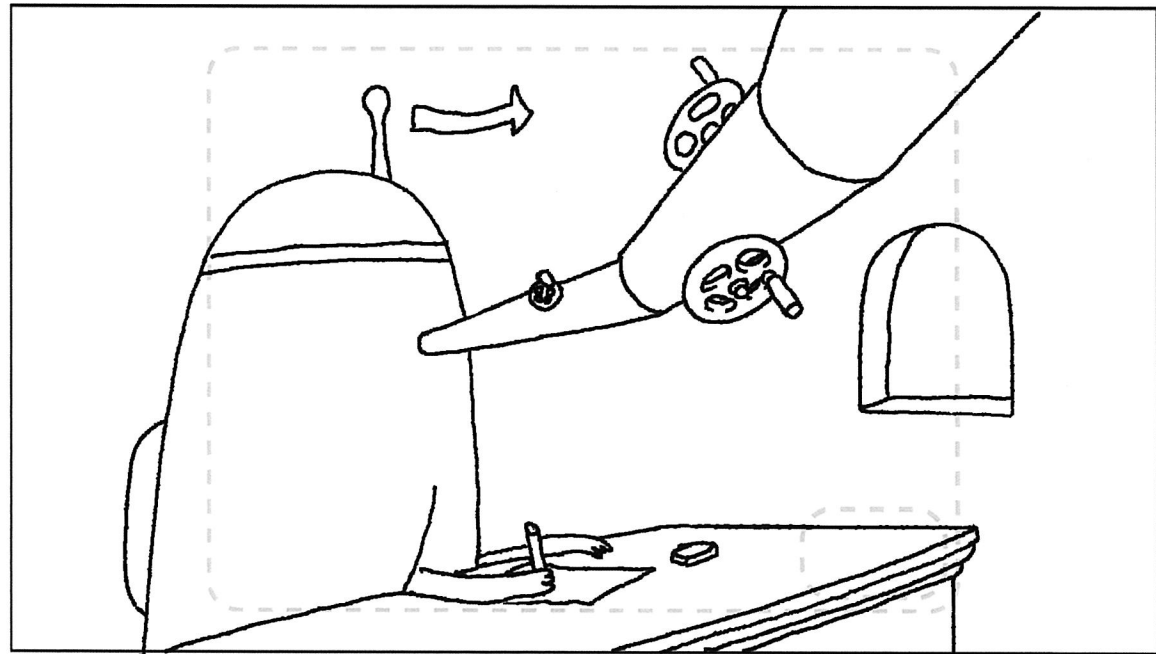


Sc. 42

Pnl. C

Bg.

day night



Dialog:	
(PB) ... AND EVEN BEING LEGAL, I MEAN ...	(PB)(CONT) I MEAN ... I <u>MADE</u> EVERYONE . I MADE THEIR HOMES.
Action:	
WRITING	
Timing:	

1025-203
EPISODE #
Production :

ADVENTURE TIME



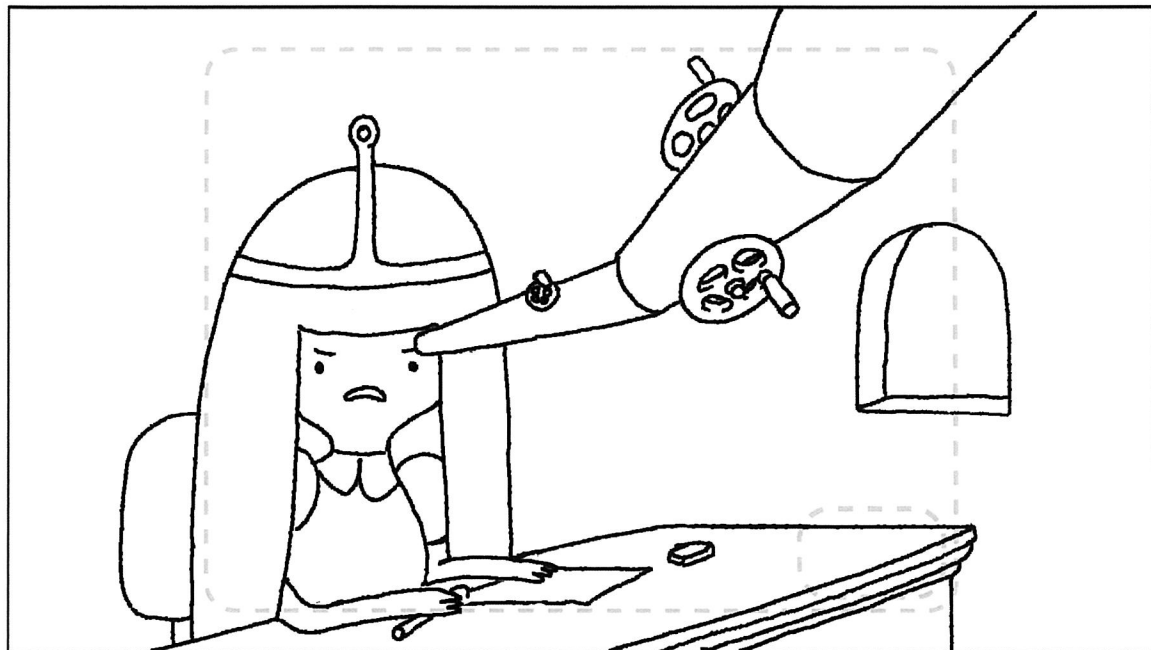
Page 64

Sc. 42

Pnl. D

Bg.

day night

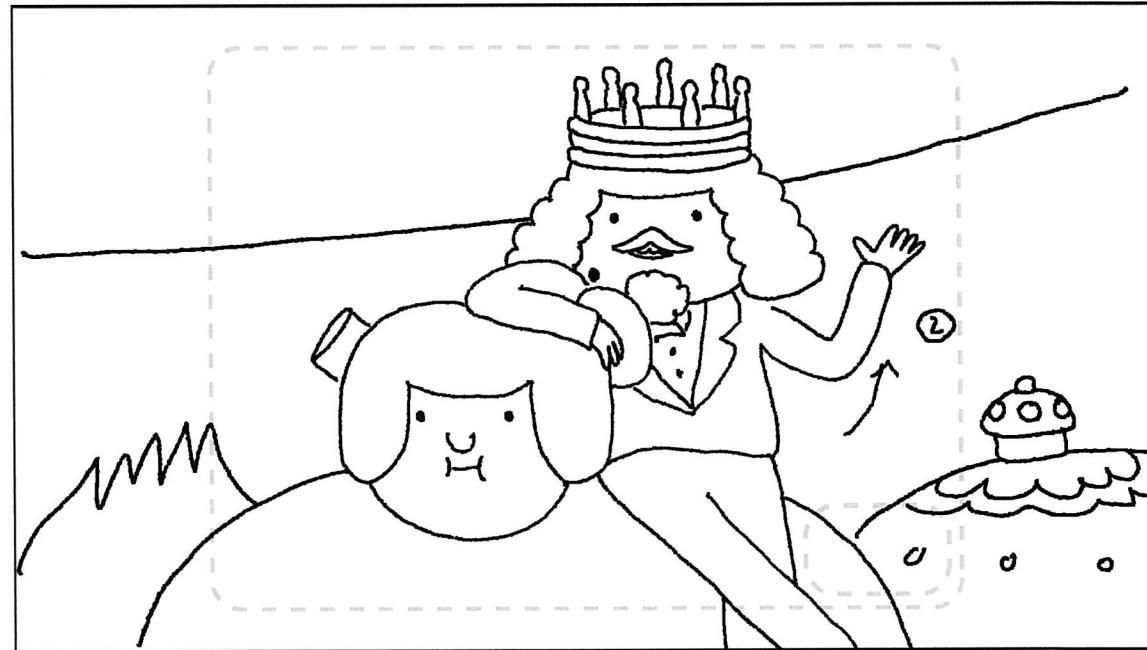


Sc. 43

Pnl. A

Bg.

day night



Dialog:

(PB) THE CANDY PEOPLE ARE MERCURIAL
BUT THEY'RE NOT DILLWEEDS.

(MOO) AND THIS DEFINITELY LEGAL ELECTION
IN THE JAM - COVERED FINGERS OF YOU.
THE PEOPLE.

Action:

Timing:



1025-203

EPISODE #

Production :

ADVENTURE TIME



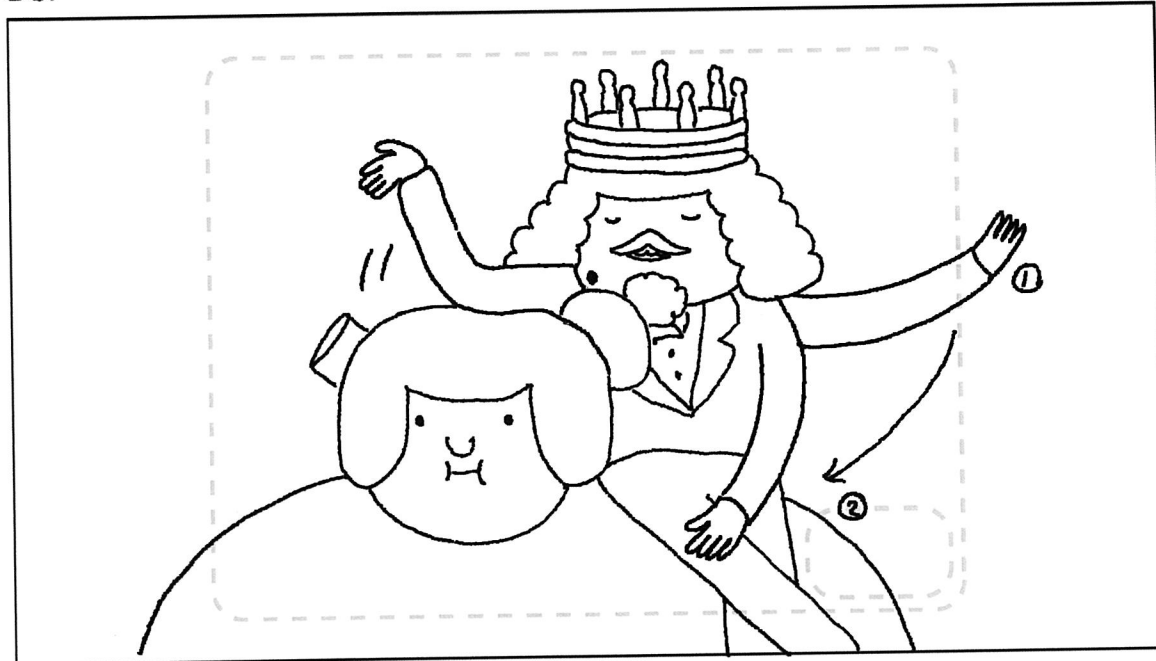
Page 65

Sc. 43

Pnl. B

Bg.

day night

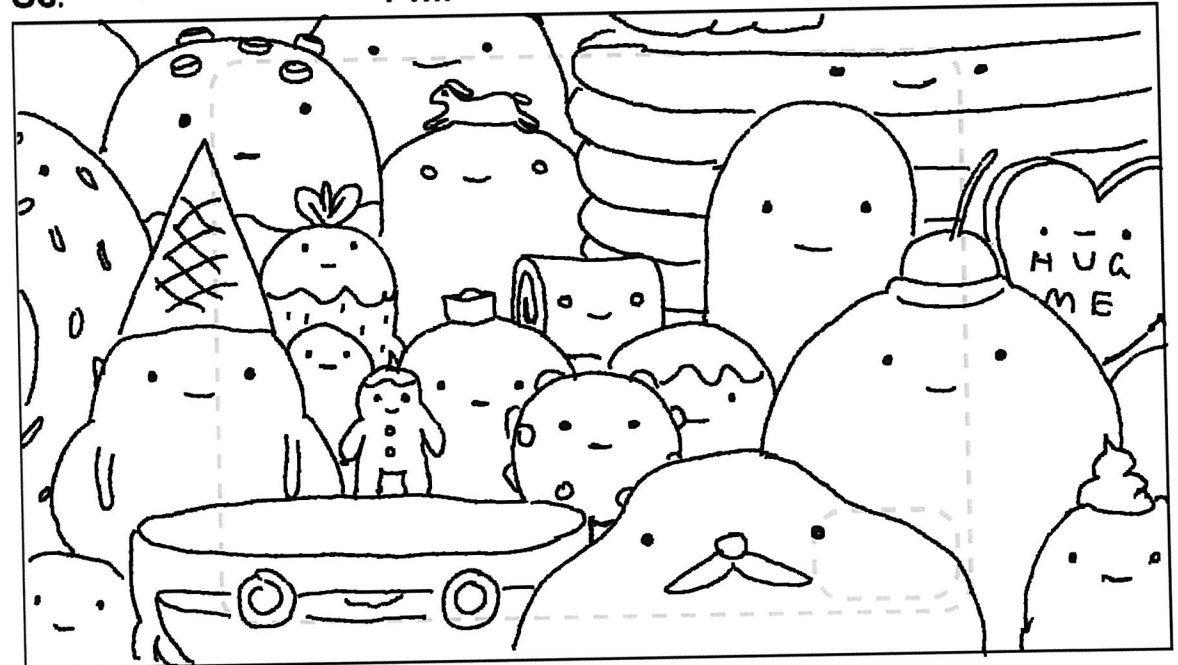


Sc. 44

Pnl. A

Bg.

day night



Dialog:

(Koo) / (CONT) . . . THE CANDIES .

Action:

SAME CROWD FROM PG. 26.

Timing:

1025-203

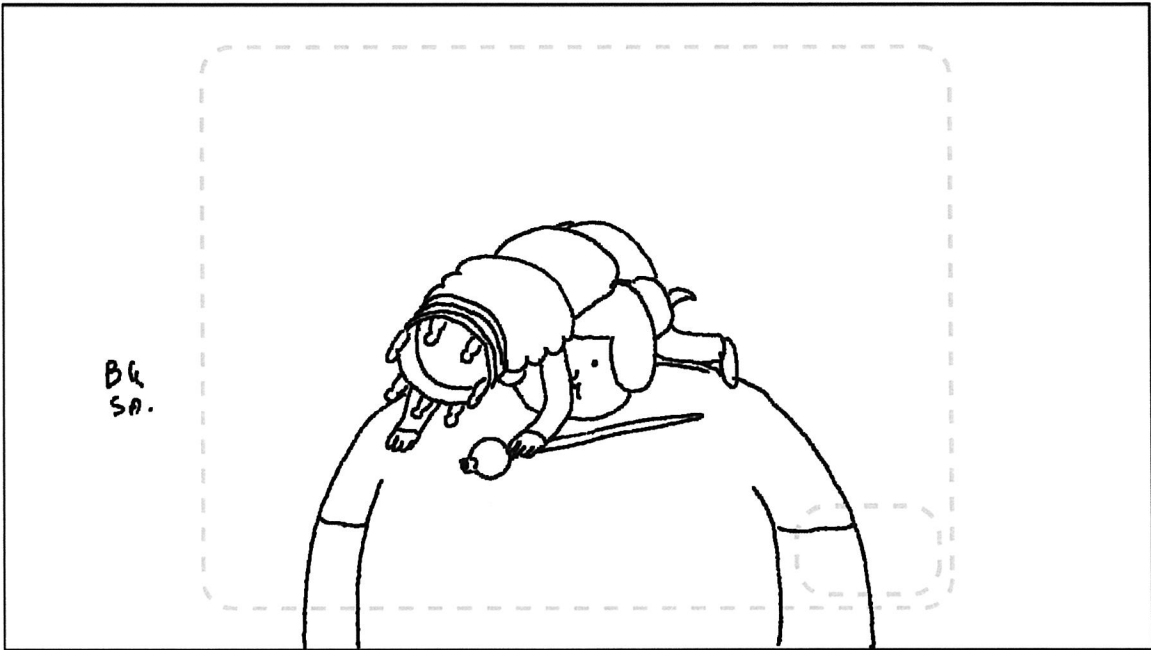
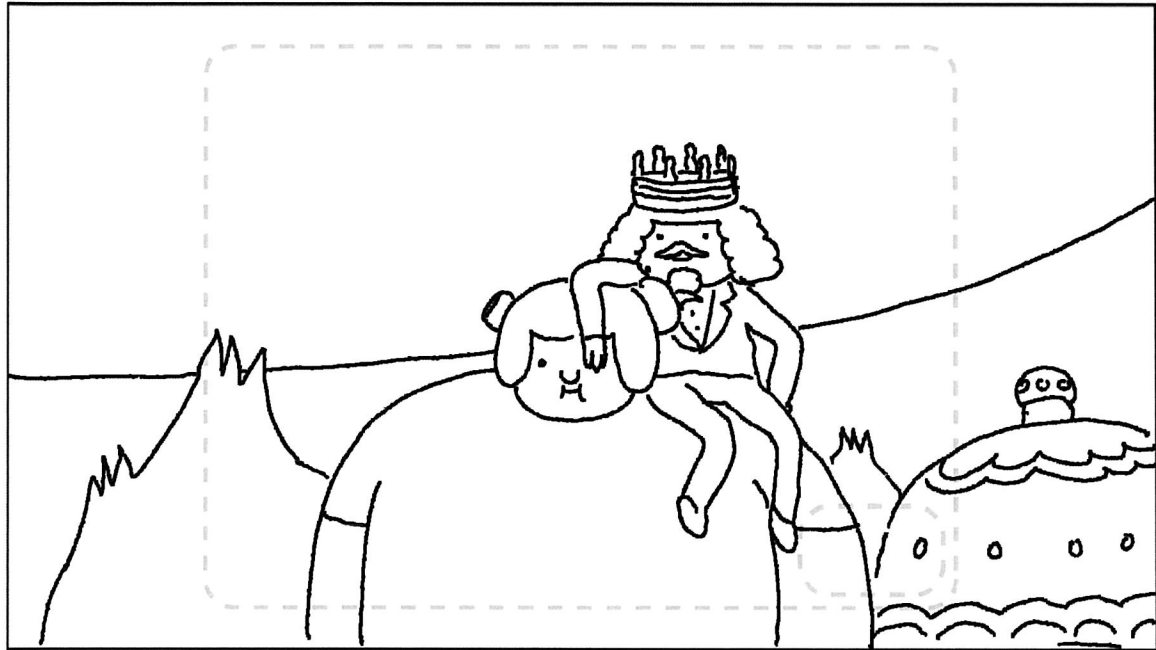
EPISODE #

Production :

ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night Sc. 45 Pnl. B Bg. day night



Dialog:
(Koo) U H N G
Action:
Timing:

1025-203
EPISODE #
Production :

ADVENTURE TIME

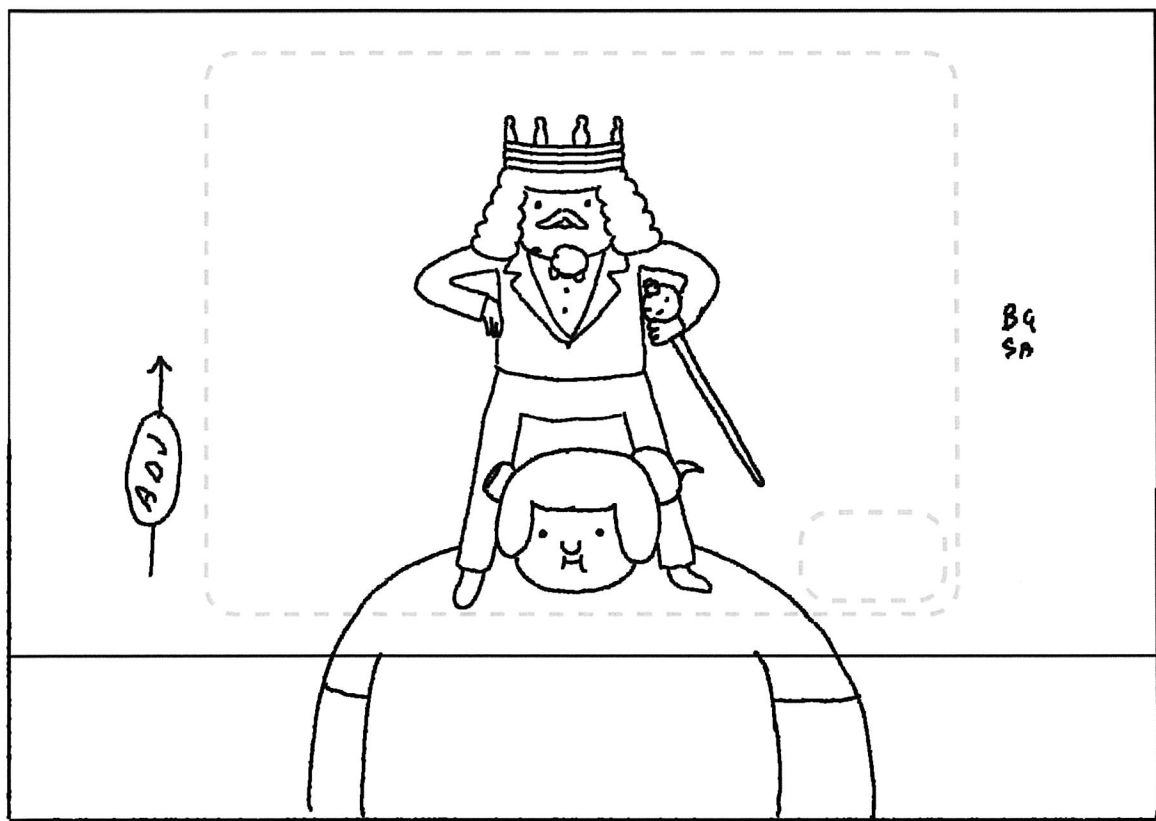


Sc. 45

Pnl. c

Bg.

day night



(KOO) SO GO!

Action:

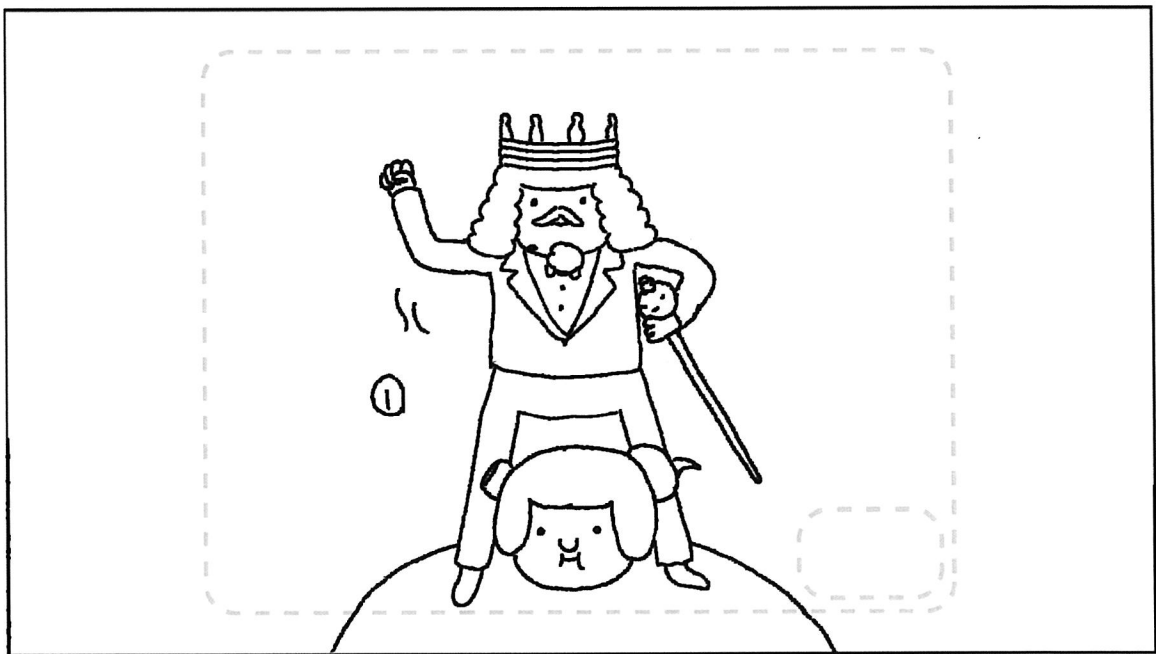
Timing:

Sc. 45

Pnl. d

Bg.

day night



(KOO) (CONT) ① VOTE WITH YOUR HEARTS!
② VOTE WITH YOUR MINDS!



1025-203

EPISODE #

Production :

ADVENTURE TIME

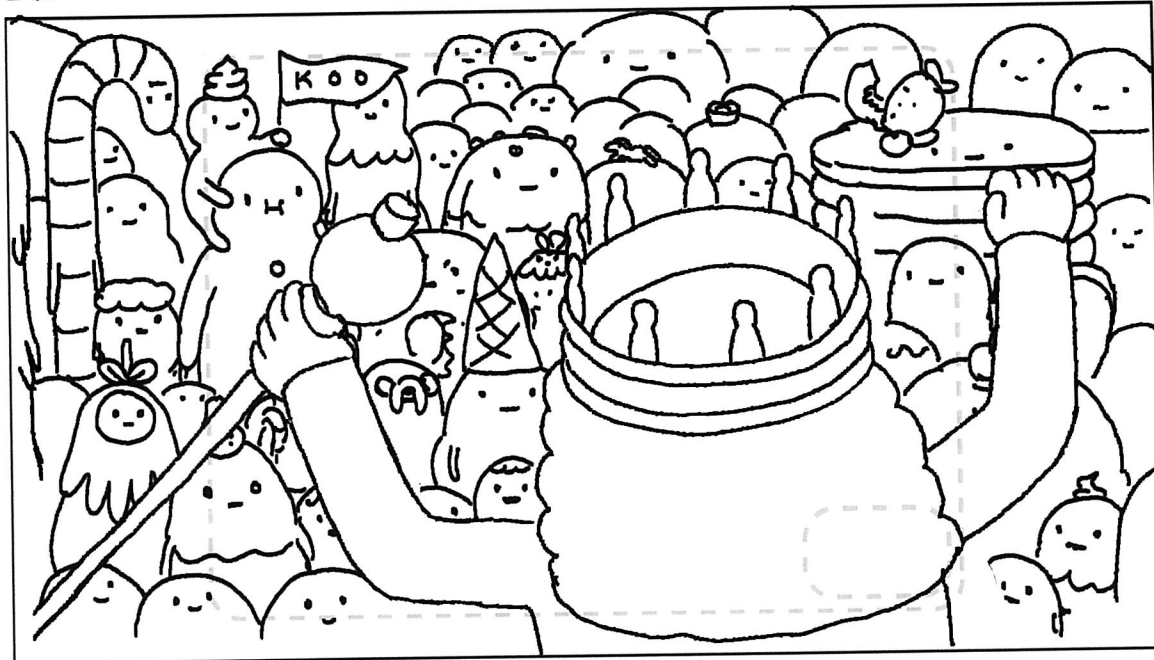


Sc. 46

Pnl. A

Bg.

day night

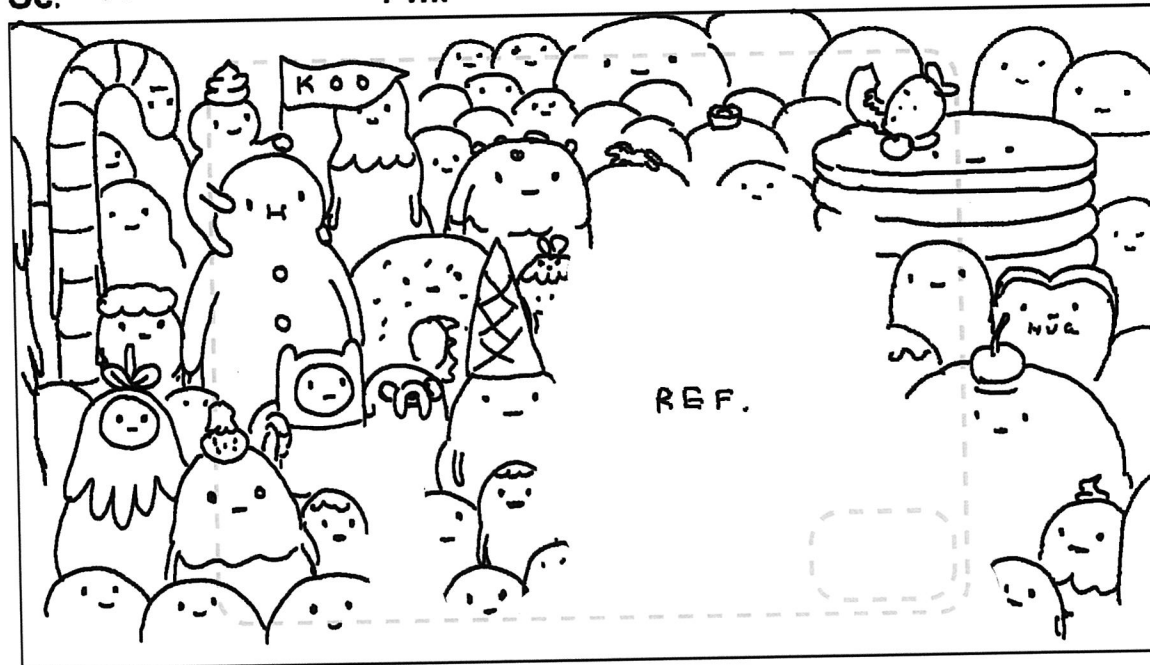


Sc. 46

Pnl. B

Bg.

day night



Dialog:

VOTE FOR THE CANDIDATE WHO'S NOT A TEENAGE GUM-GOLEM!

Action:

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME

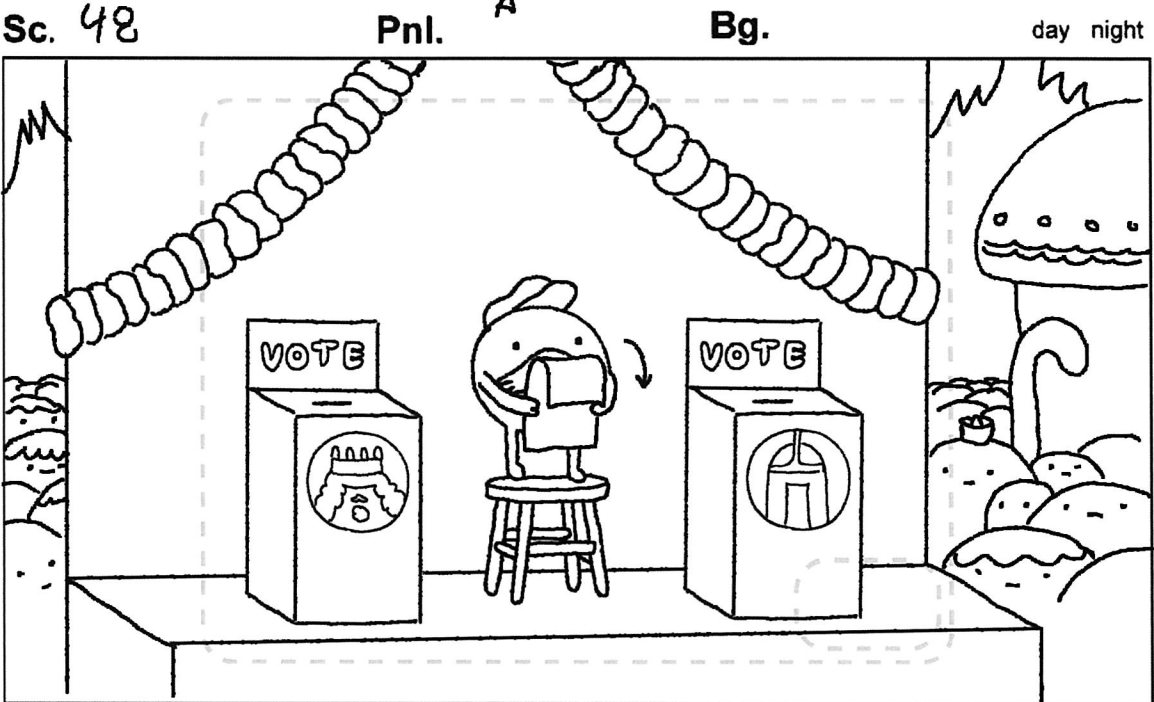
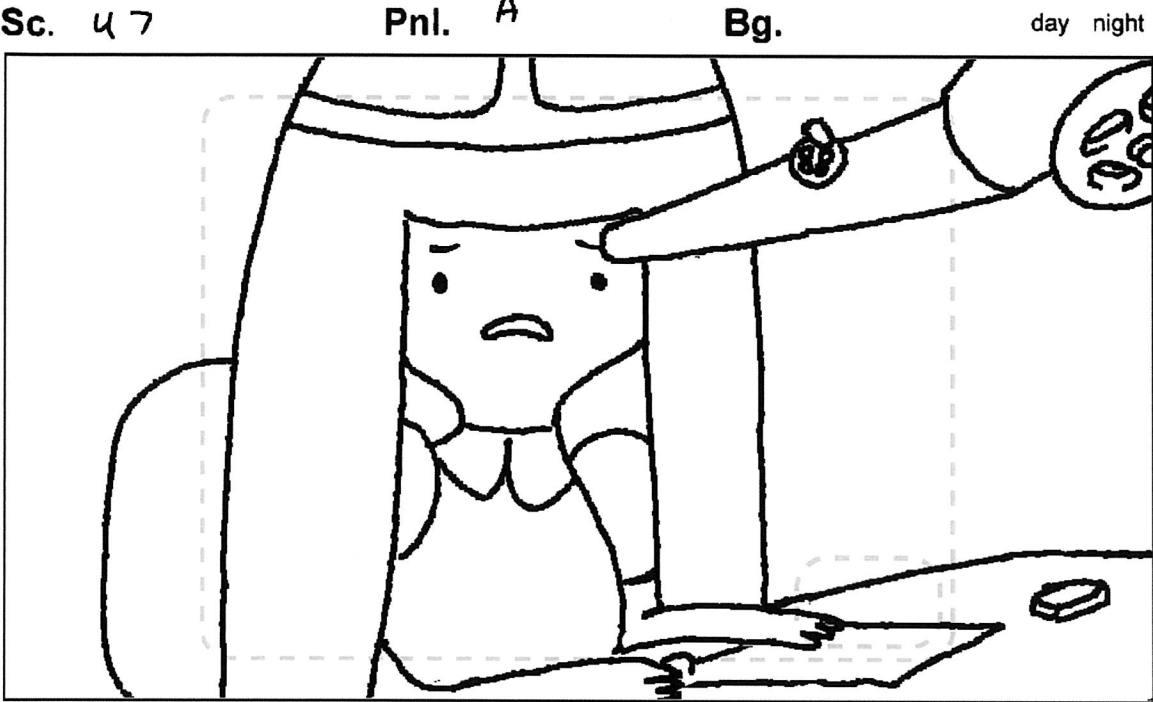


Sc. 46	Pnl. C	Bg.	day night	Sc. 46	Pnl. D	Bg.	day night

Dialog:
Action:
Timing:

CANDY STARTS WALKING AWAY.
WOOF, SORRY. S.W.

ADVENTURE TIME




Dialog:

①/ I MEAN THEY
KNOW THAT I LOVE THEM.

②/ AAAAAAAAAAND THE VOTES
ARE IN!

Action:

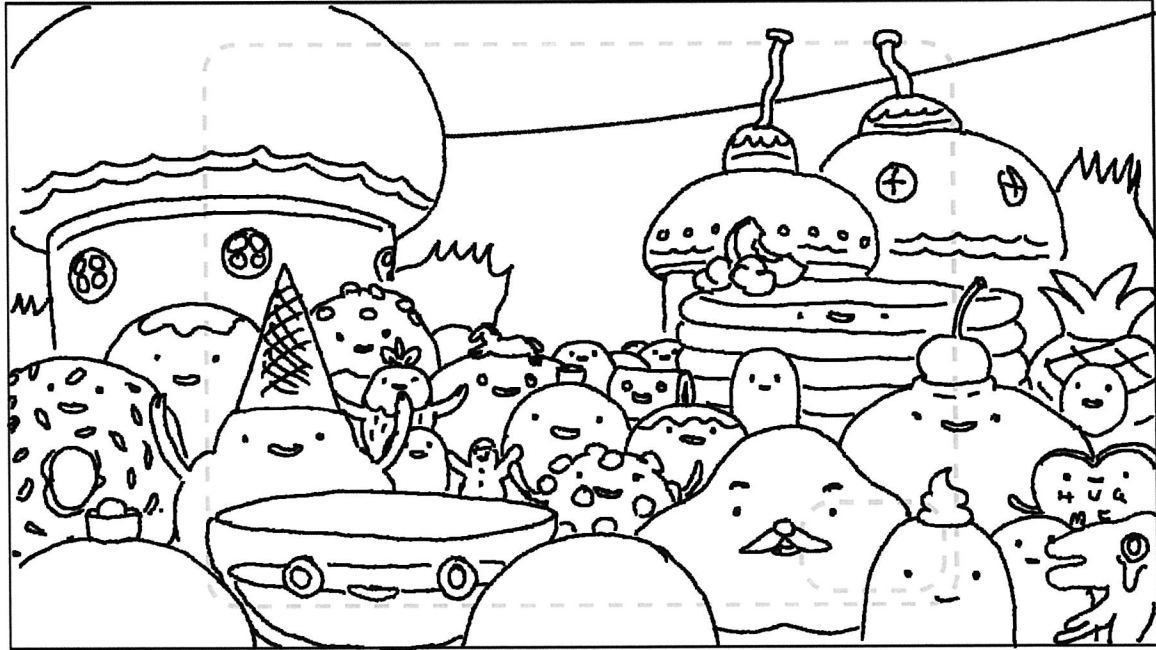
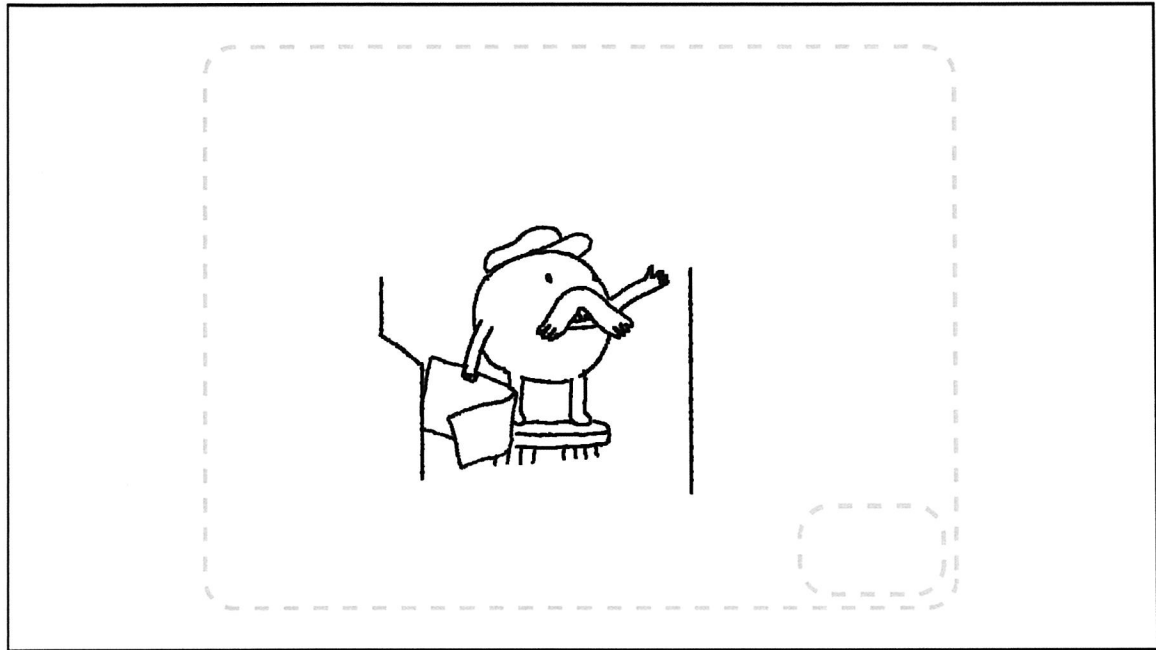
Timing:



ADVENTURE TIME



Sc. 48 Pnl. B Bg. day night Sc. 49 Pnl. A Bg. day night



Dialog:
⑤ KING OF BOO IS
OUR NEW PRINCESS!
CROWD CHEERING
YAY ! ! ! ! !
Action:
Timing:

1025-203
EPISODE #
Production :

ADVENTURE TIME

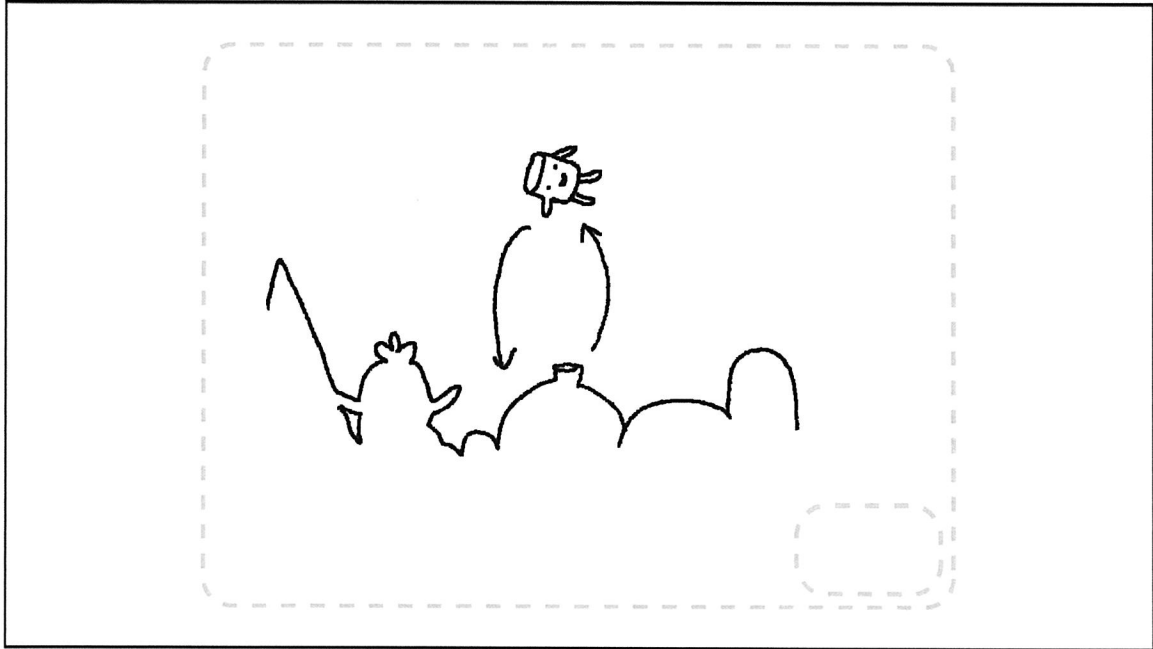


Sc. 49

Pnl. B

Bg.

day night

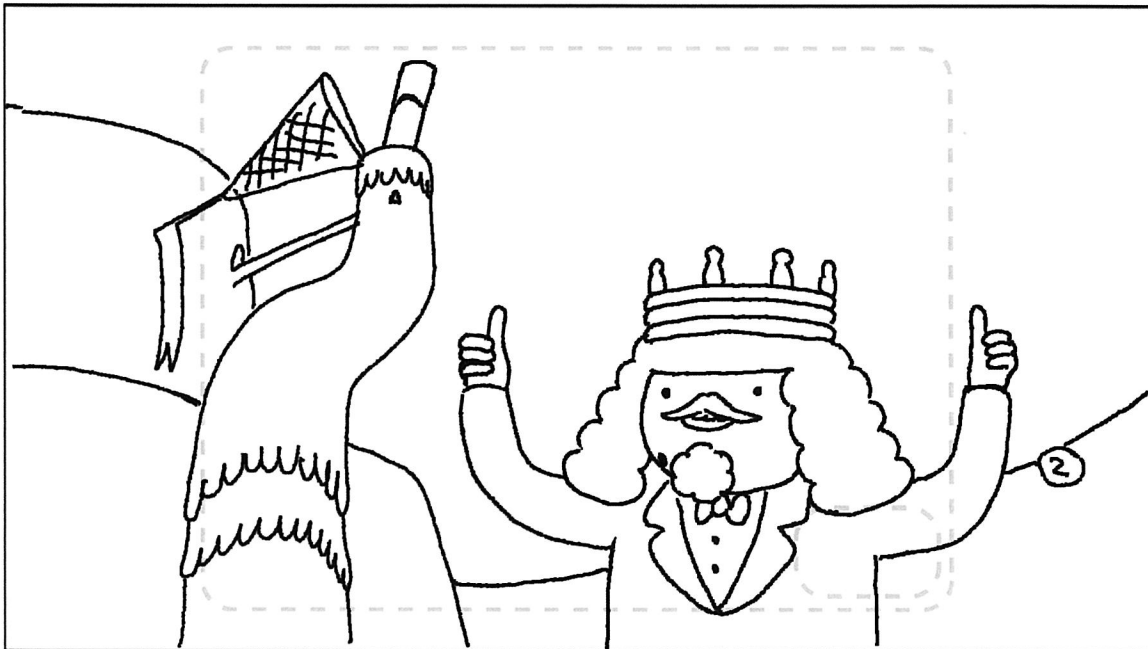


Sc. 50

Pnl. A

Bg.

day night



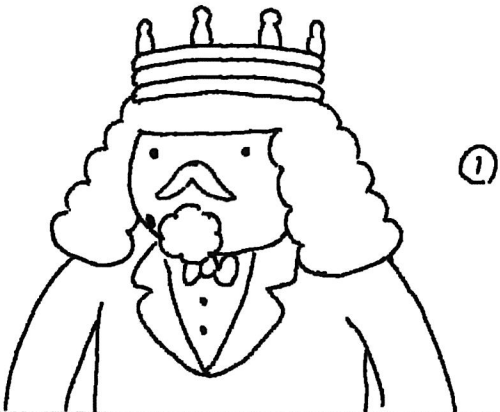
Dialog:

(Koo) HEY - HEY!

Action:

MARSHMALLOW GETS TOSSED
IN THE AIR.

Timing:

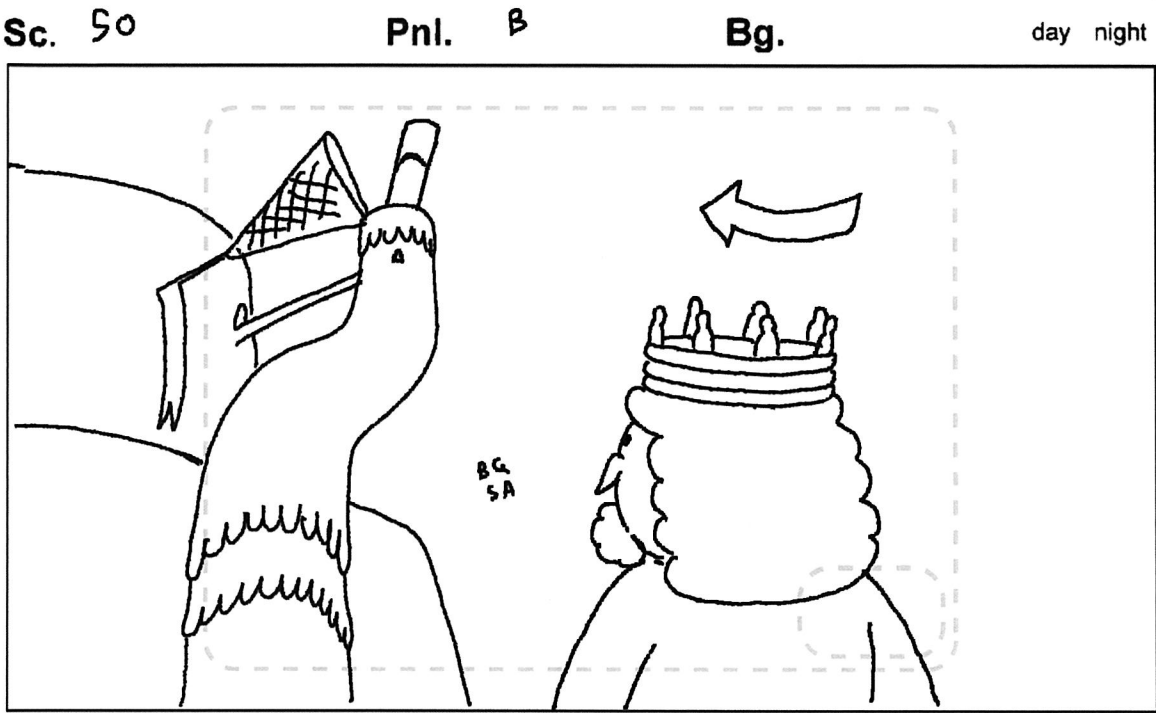


1025-203

EPISODE #

Production :

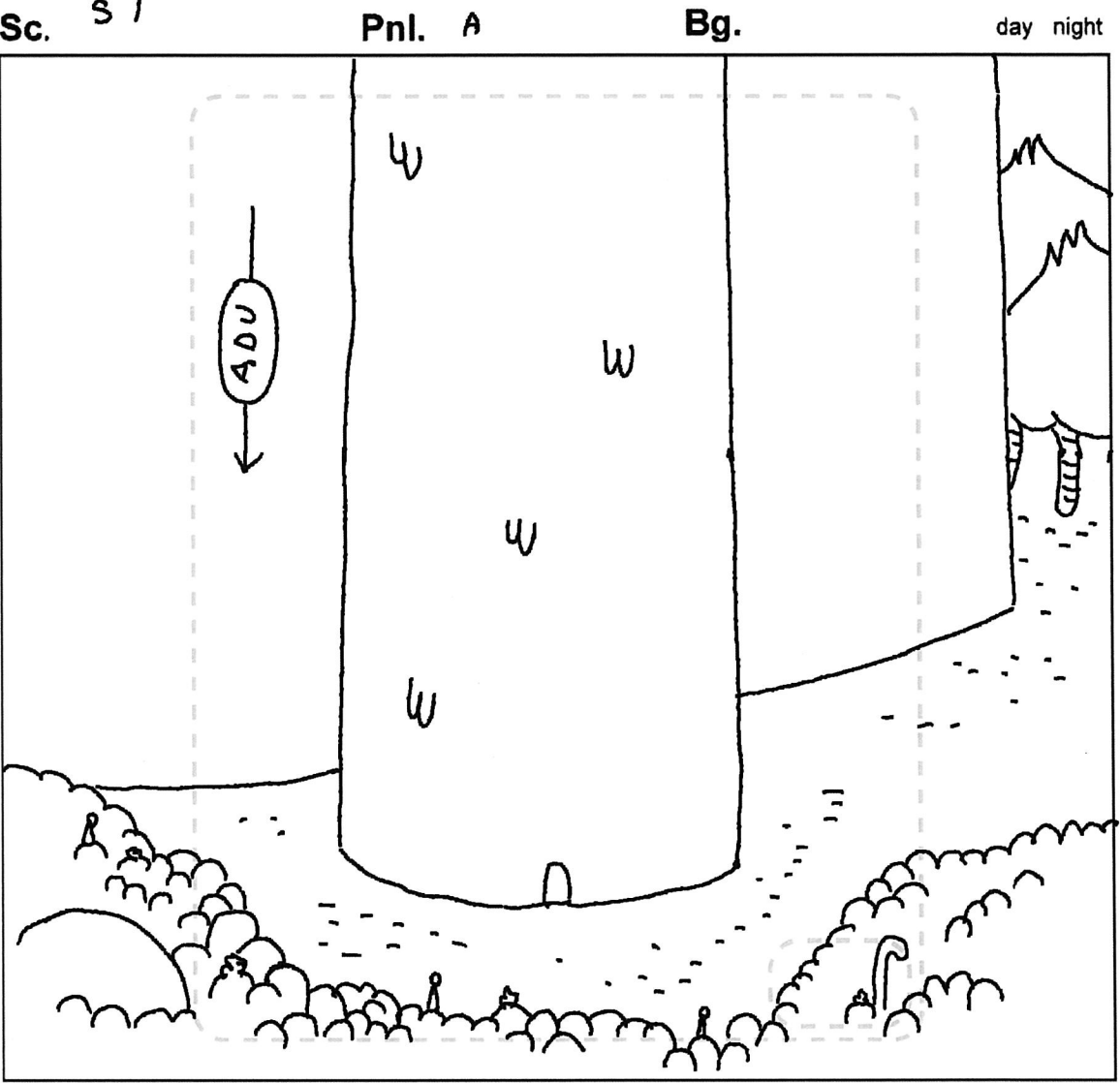
ADVENTURE TIME



Dialog: (PB) WHAT!?!

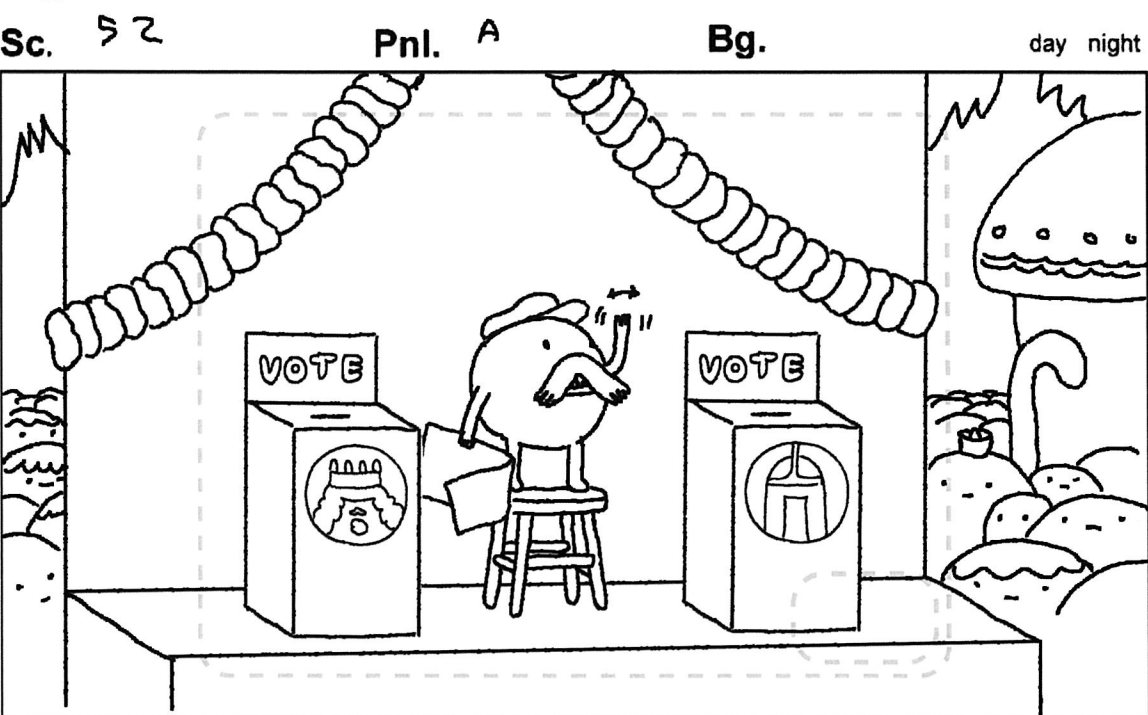
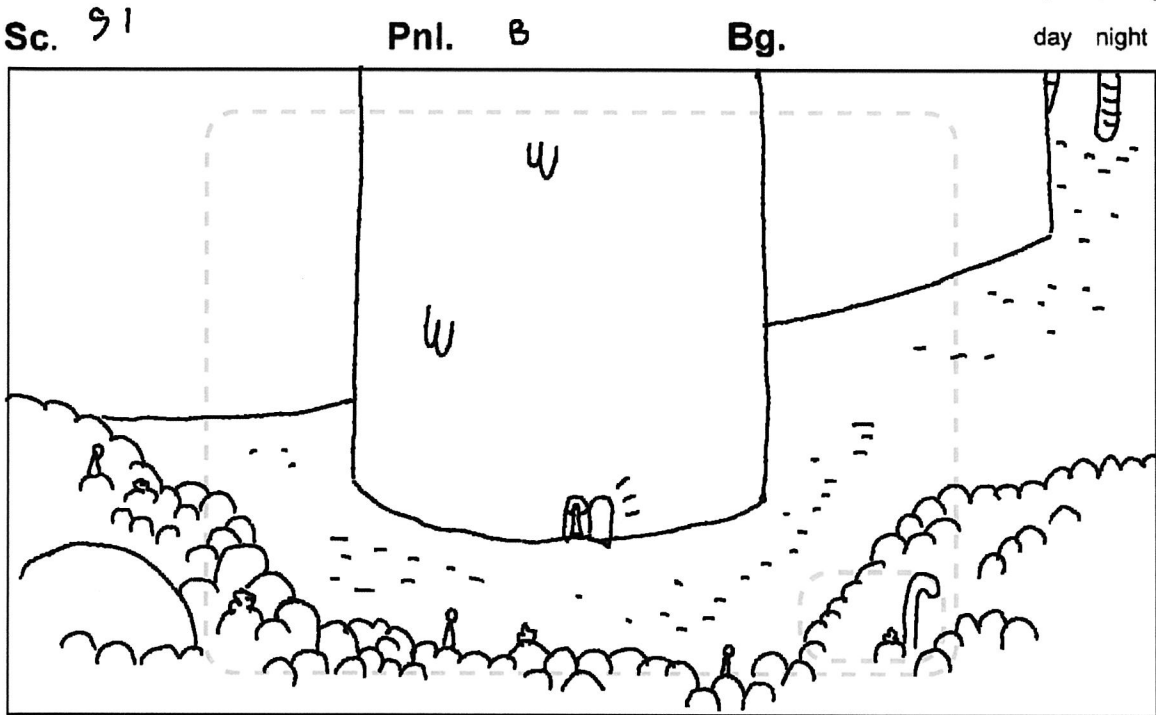
Action:

Timing:



(SFX) FOOT STEPS FOOT STEPS FOOT STEPS FOOT STEPS

ADVENTURE TIME



Dialog:	Ⓟ WHAT!!!	Ⓢ OH HI , PRINCESS.
Action:		
Timing:		

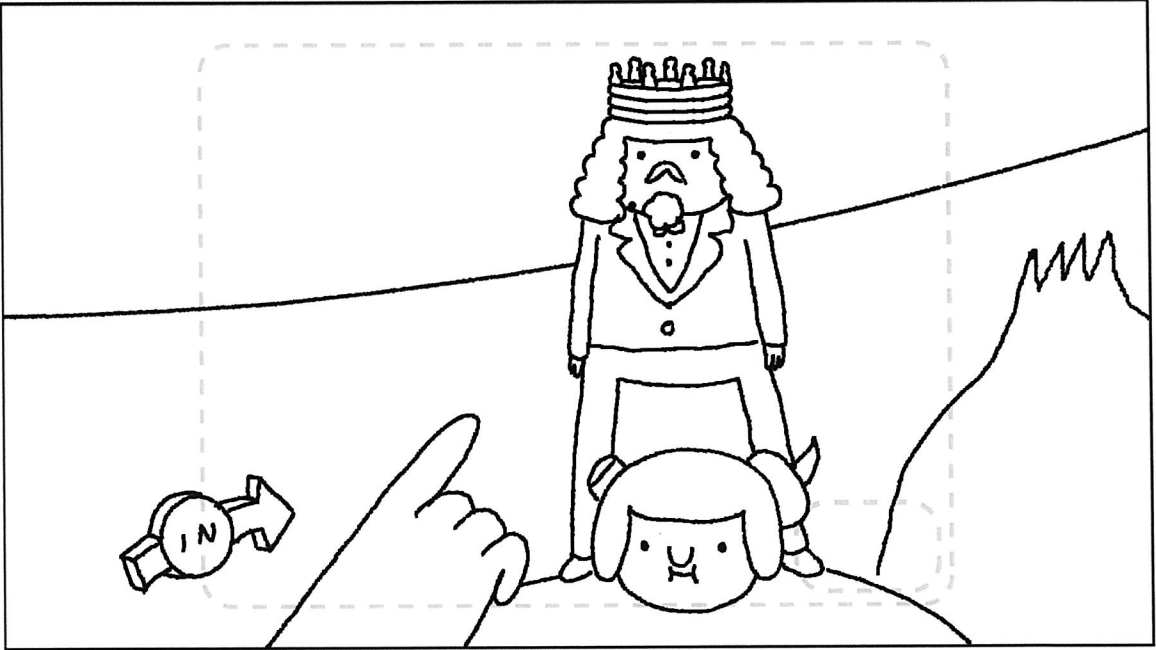
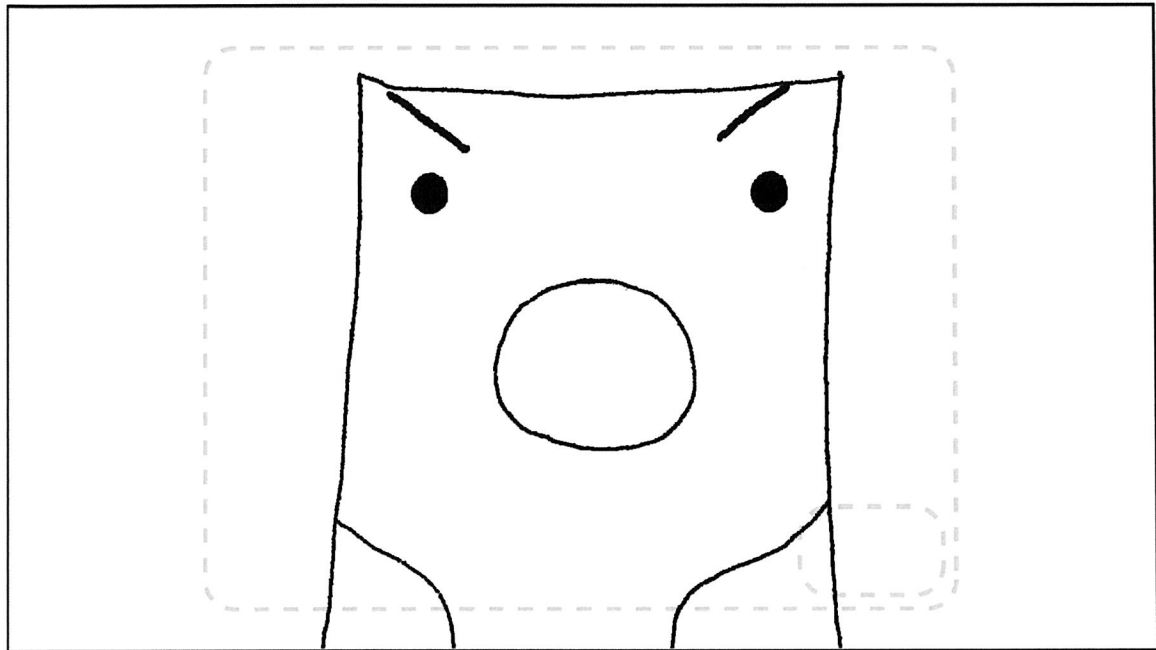
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ADVENTURE TIME



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Sc. 53 Pnl. A Bg. day night Sc. 54 Pnl. A Bg. day night



Dialog:
PB/ YOU DILL WEEDS!
PB/ YOU'RE A DILL WEED,

Action: PB. SHAKING WITH ANGER!
ALTS TO DILLWEED:
TOE SUCKS
EGG WEEDS
CHUMLORDS

Timing:

EPISODE # 1025-203
Production :

ADVENTURE TIME



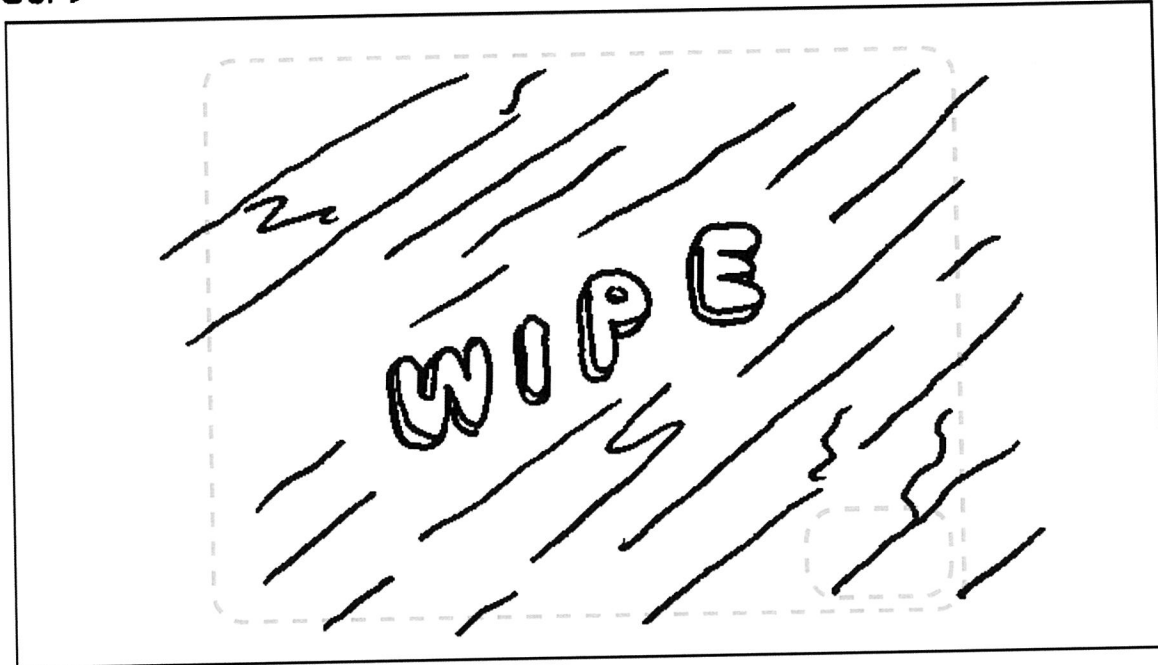
Page 76

Sc. /

Pnl. #

Bg.

day night

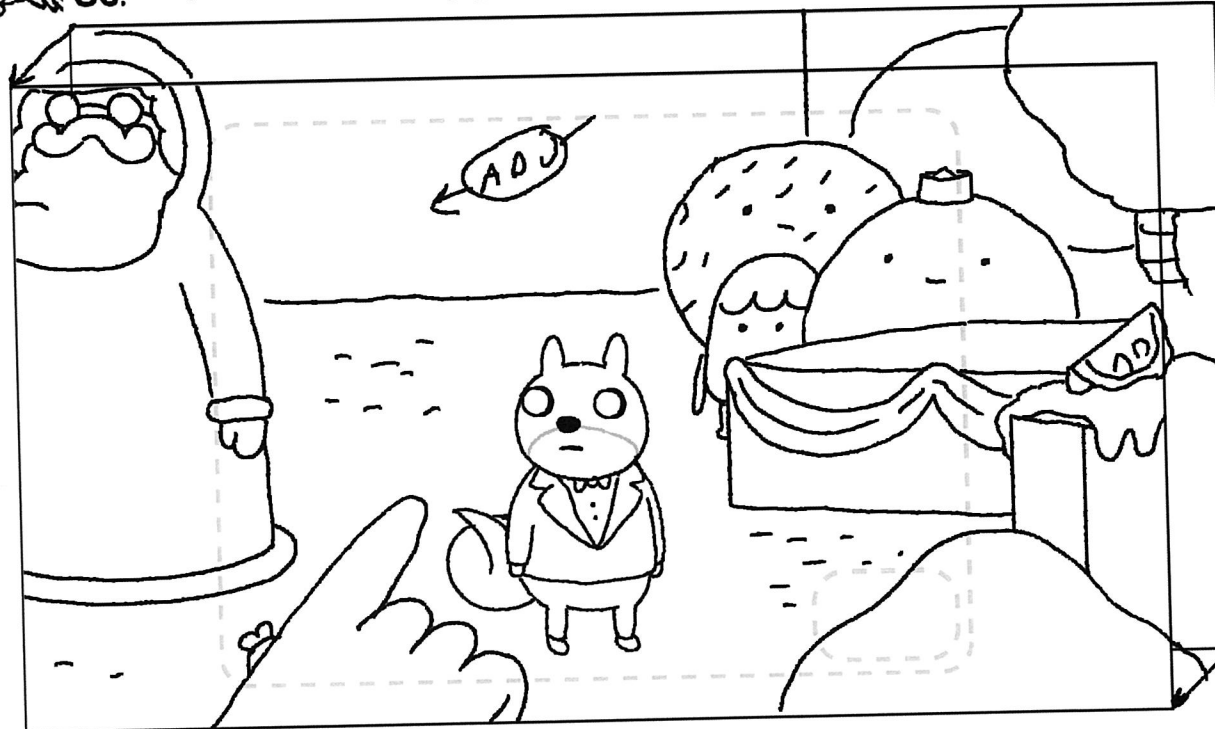


Sc. 55

Pnl. # A

Bg.

day night



Dialog:

(PB) (CONT) YOU'RE A DILLWEED'S
SECRETARY.

Action:

Timing:

EPISODE # 1025-203

Production :

ADVENTURE TIME

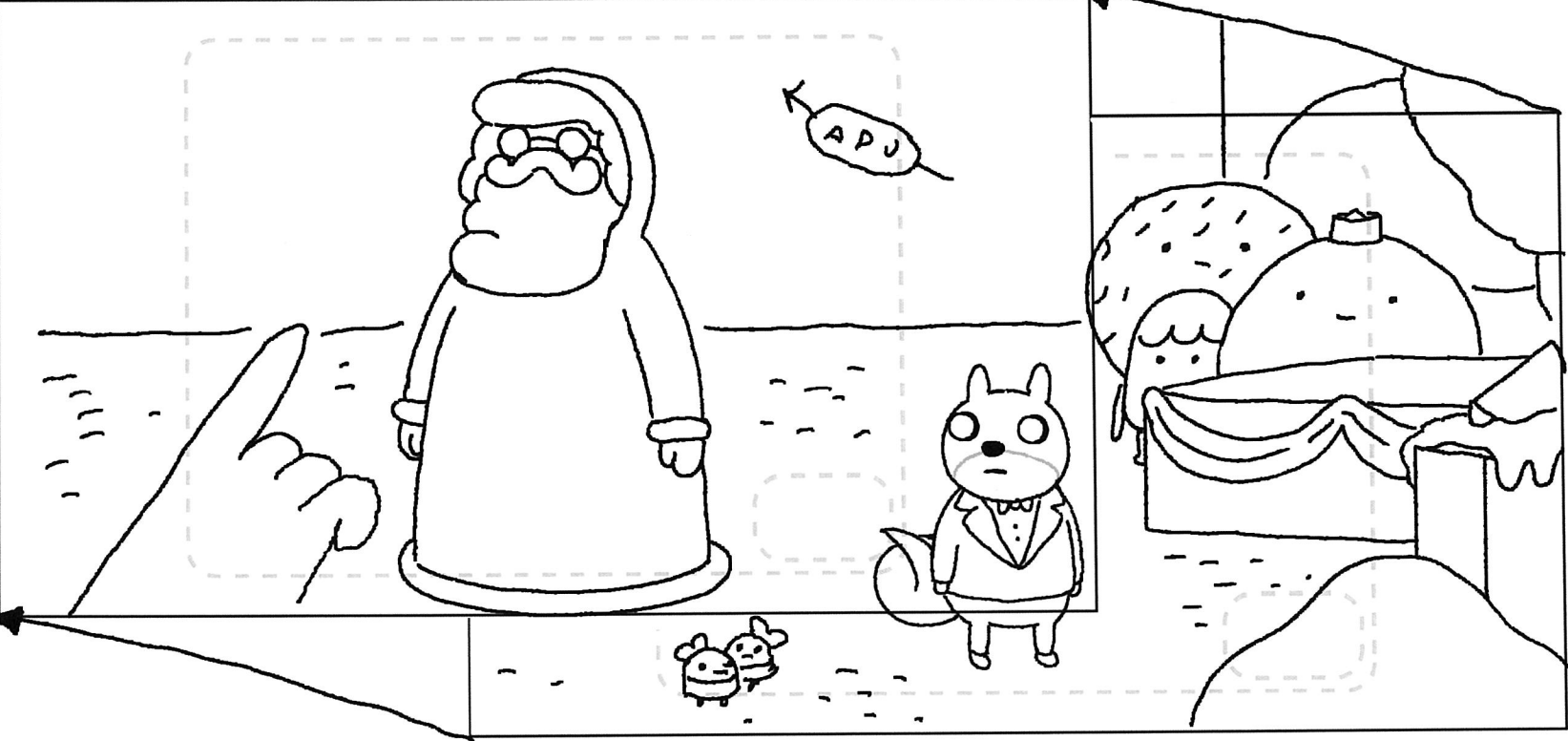


Sc. 55

Pnl. B

Bg.

day night



Dialog:

PD/CONT AND YOU'RE PROBABLY SOME DILL WEED I'VE NEVER MET!

Action:

Timing:

1025-203

EPISODE #

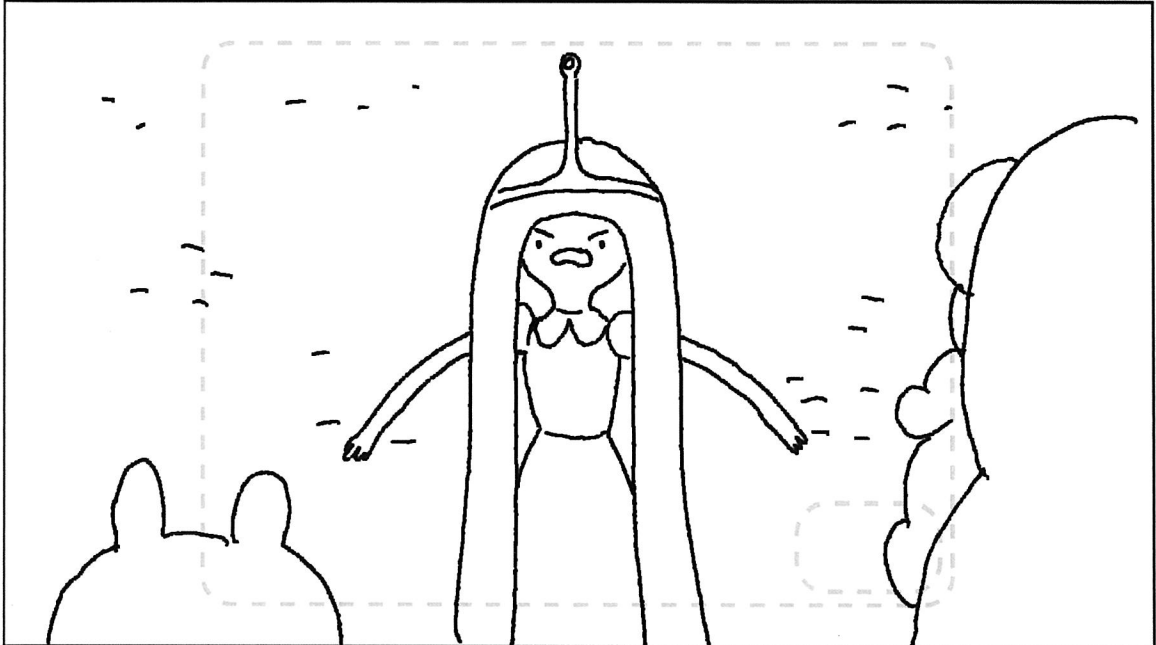
Production :

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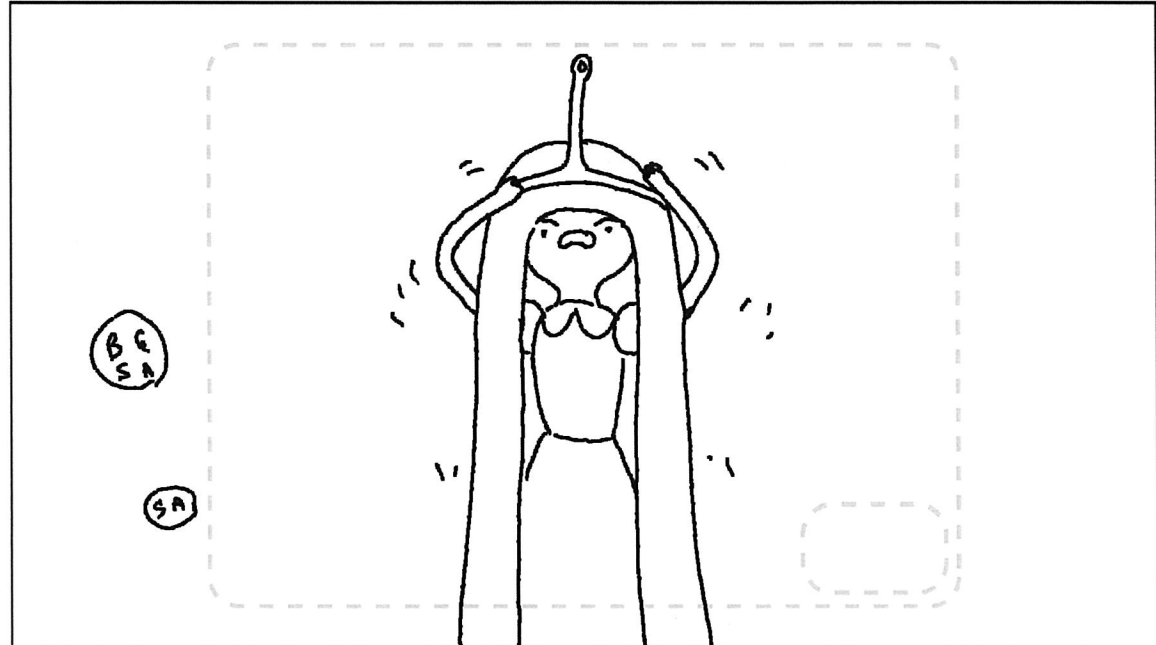
ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog:
PB/ YOU'RE THREE DILLWEEDS BEING DILLWEEDS AND YOU'RE —

Action:
SHE'S SHAKING WITH FRUSTRATION.

Timing:

EPISODE # 1025-203 Production :

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ADVENTURE TIME



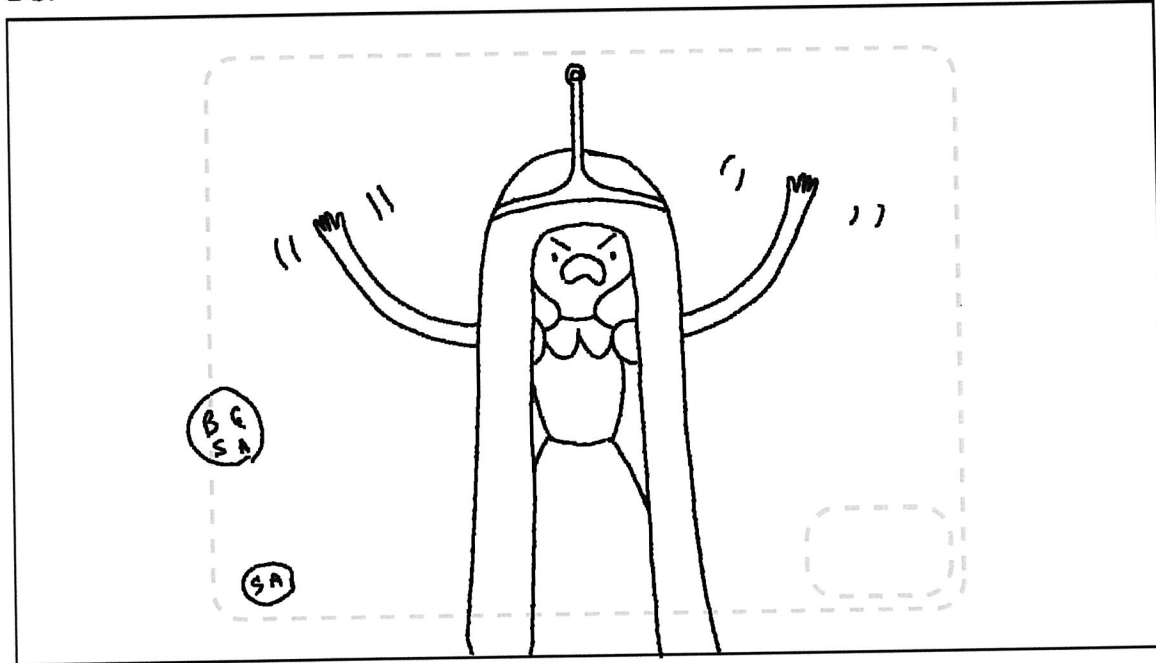
Page 79

Sc. 56

Pnl. 4

Bg.

day night

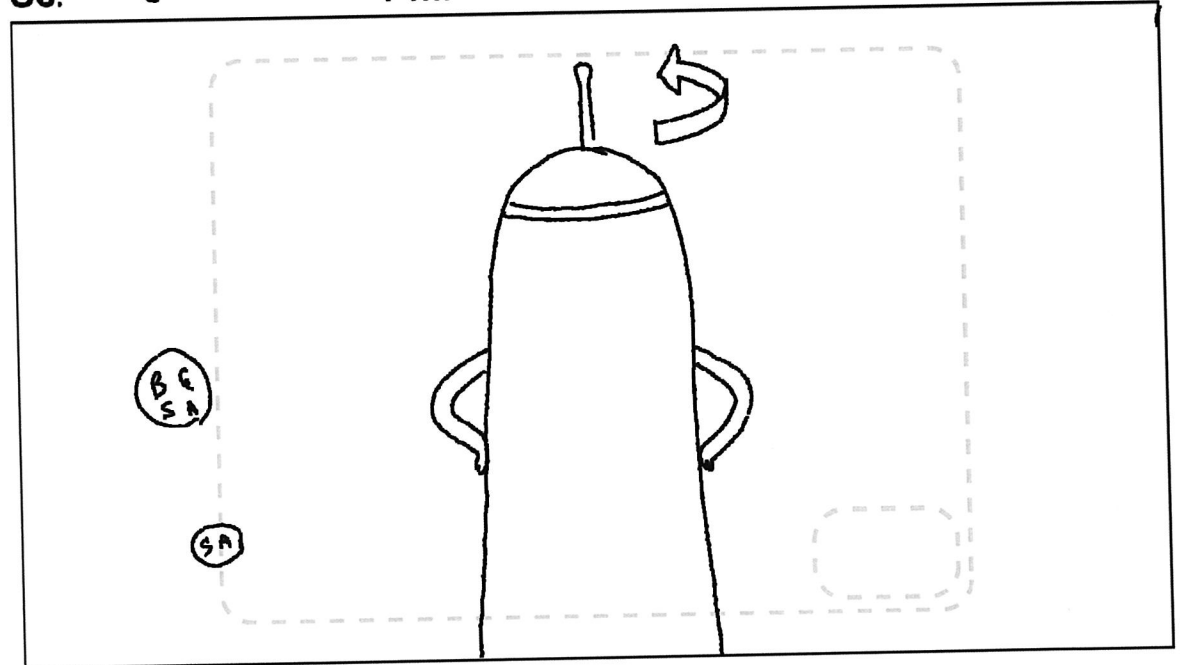


Sc. 56

Pnl. D

Bg.

day night



Dialog:

PB (CONT) GOING TO DILLWEED THIS
PLACE INTO THE GROUND!

PB ... AND YOU!

Action:

Timing:

1025-203

EPISODE #

Production :

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ADVENTURE TIME

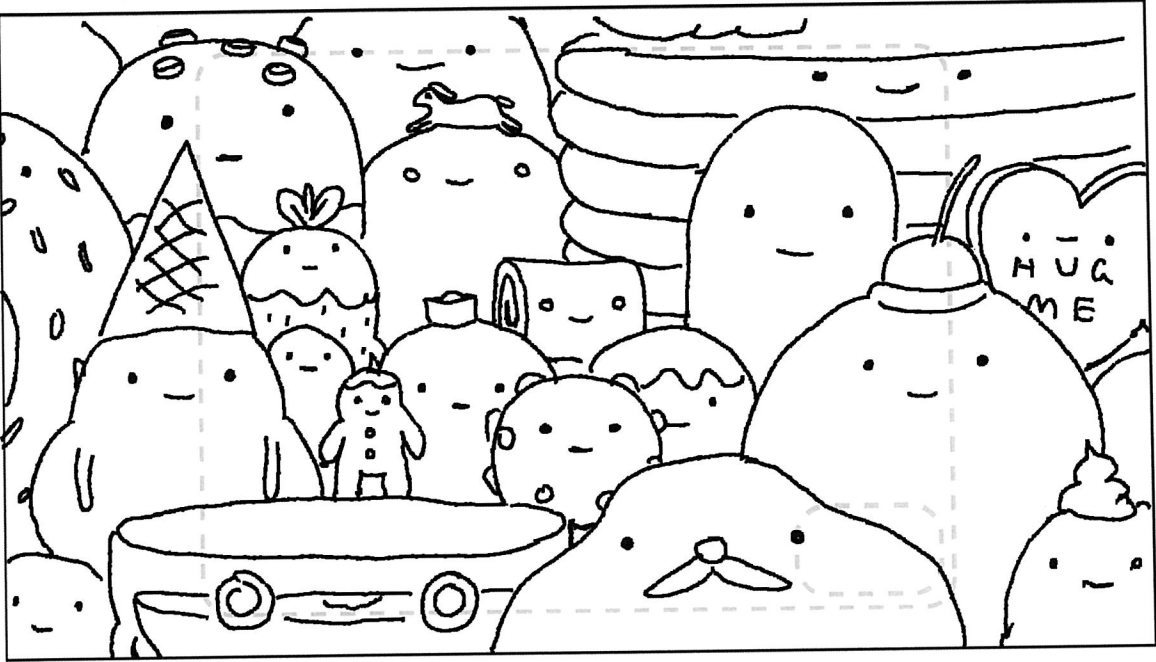


Sc. S 7

Pnl. A

Bg.

day night

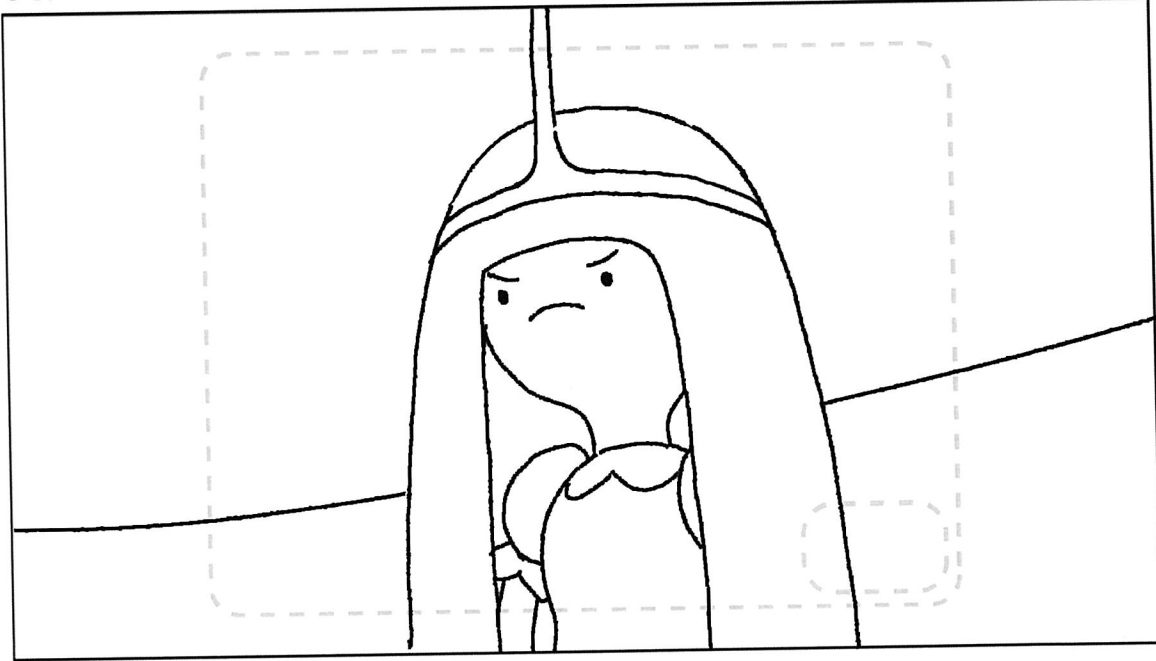


Sc. S 8

Pnl. A

Bg.

day night



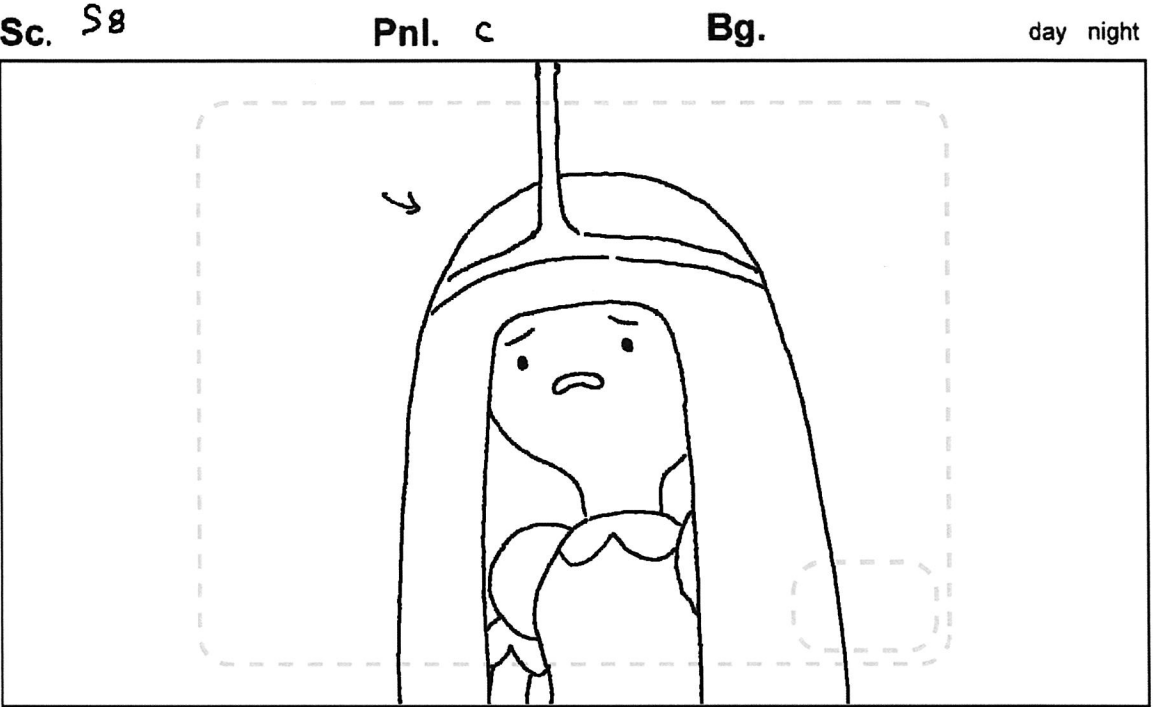
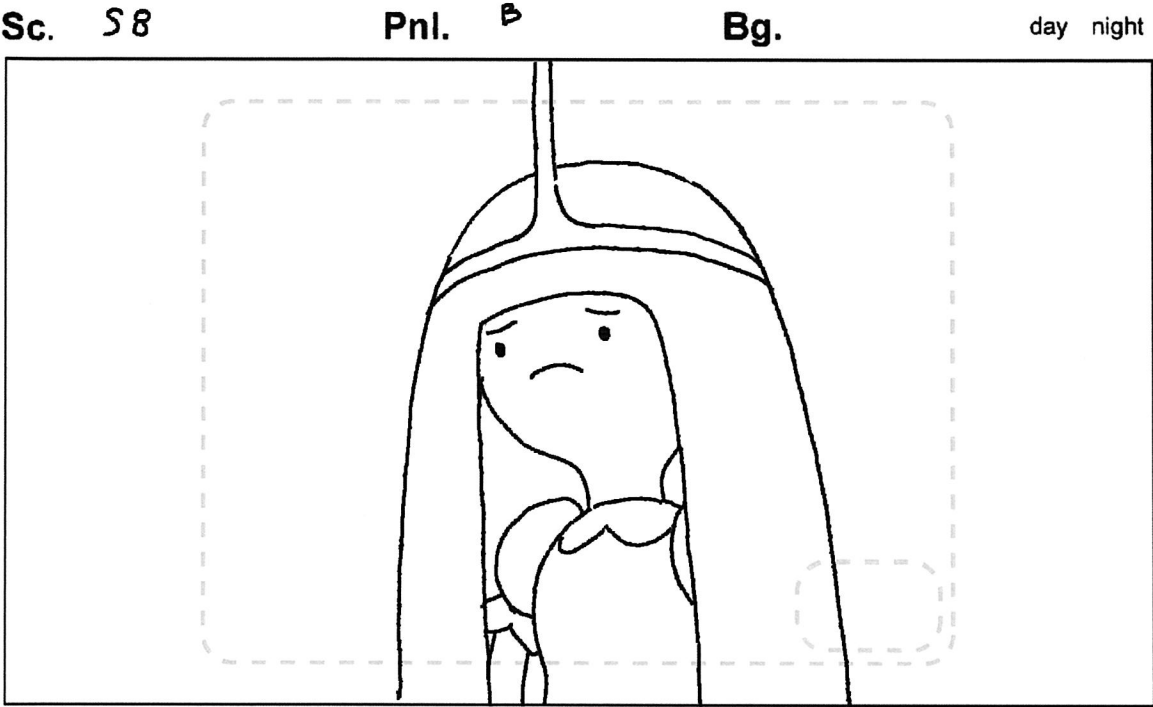
Dialog:
Action:
Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

Production : 1025-203 EPISODE #

ADVENTURE TIME

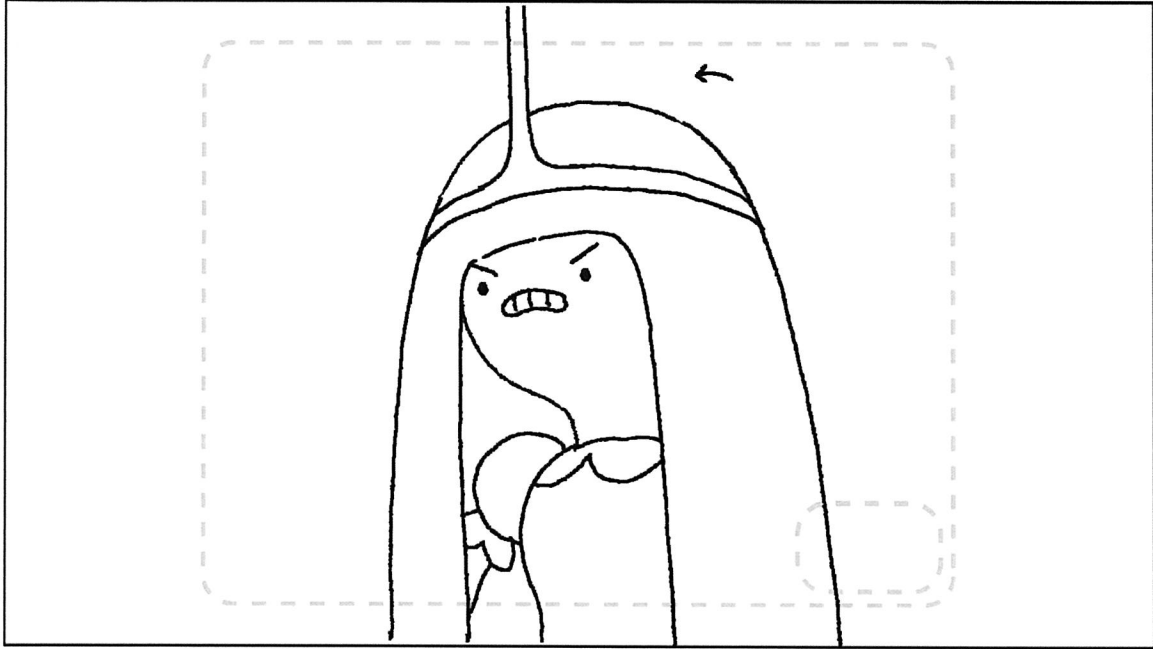


Sc. 58

Pnl. 0

Bg.

day night

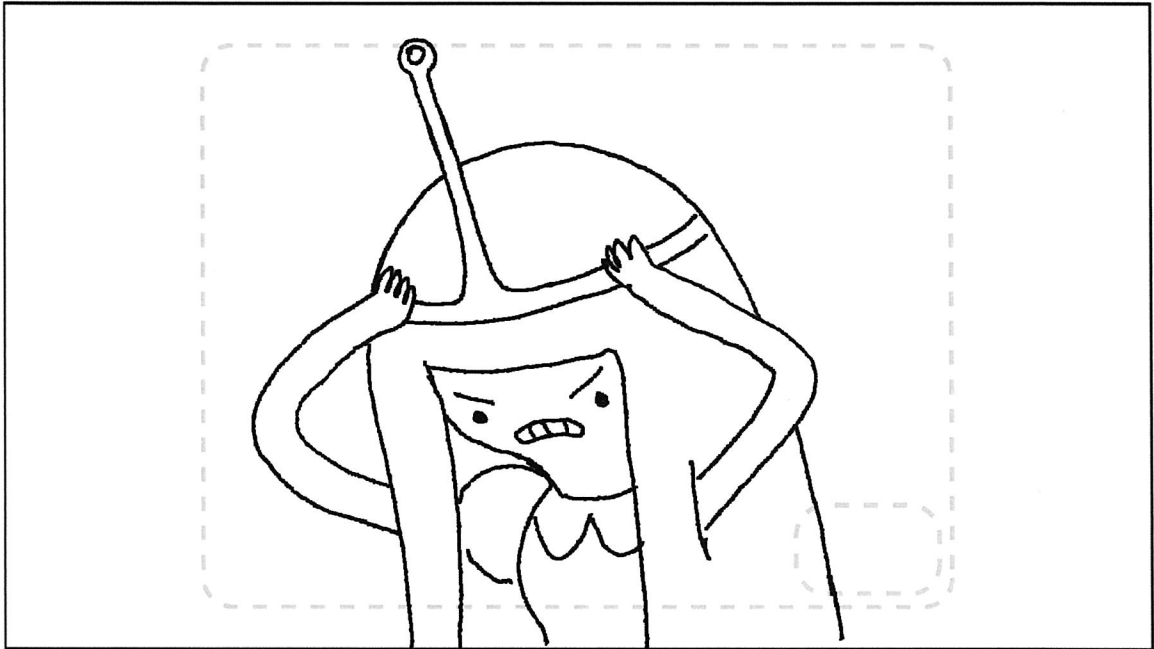


Sc. 58

Pnl. E

Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

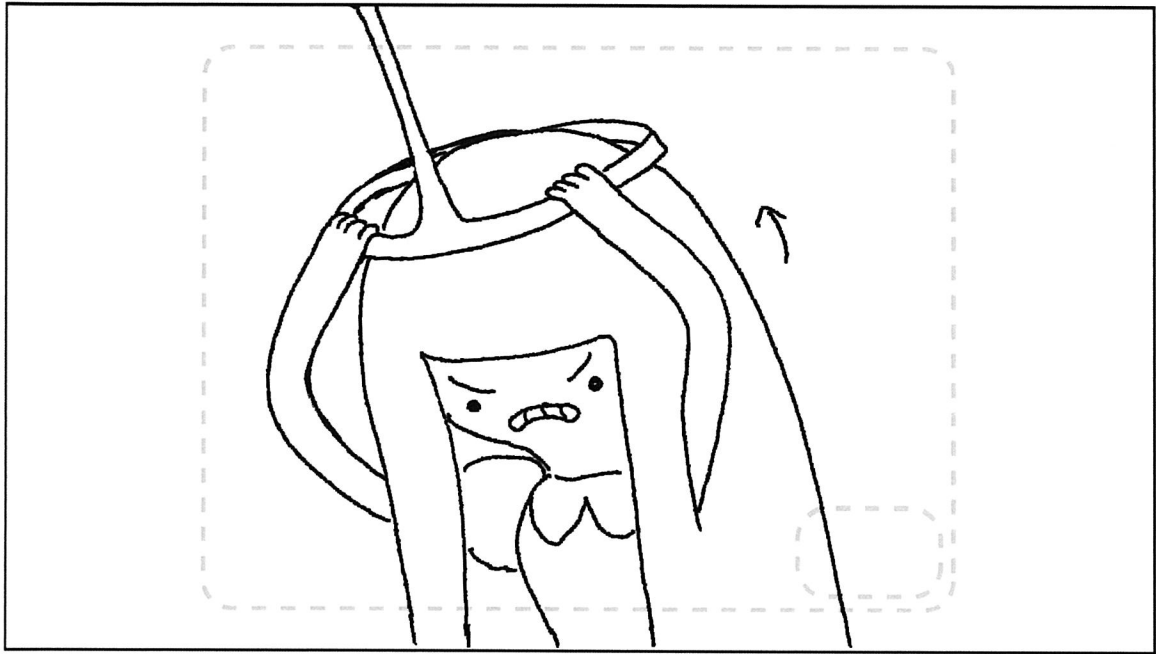


Sc. 98

Pnl. F

Bg.

day night

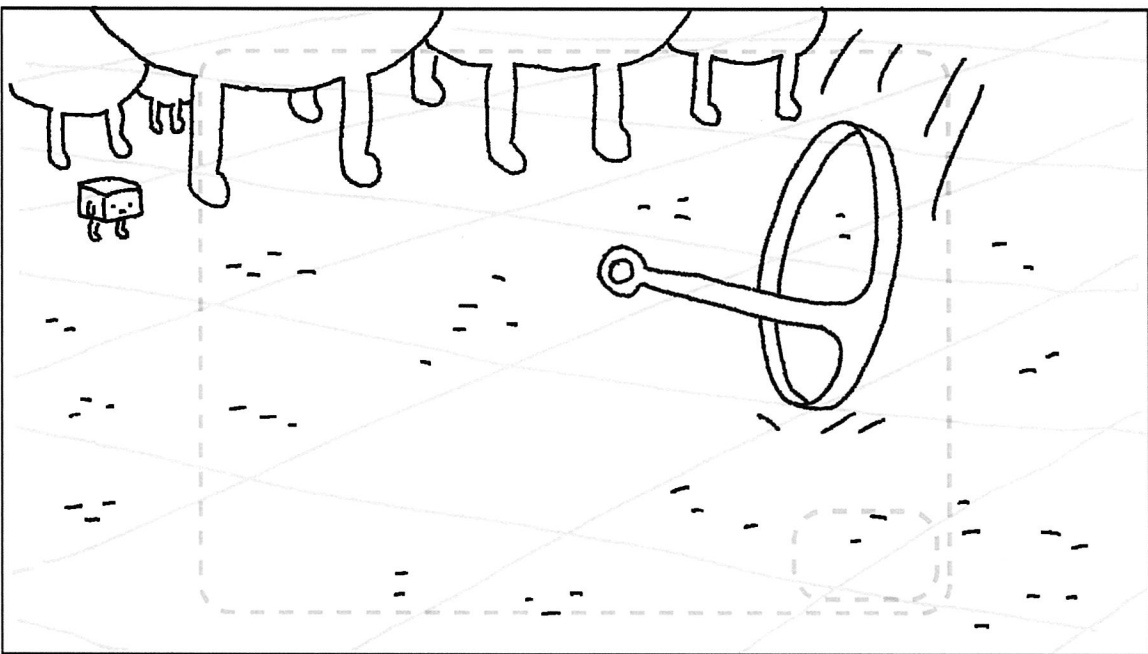


Sc. 59

Pnl. A

Bg.

day night



Dialog:
<p>(SFX) TUNK</p>
Action:
Timing:

1025-203
EPISODE #
Production :

ADVENTURE TIME



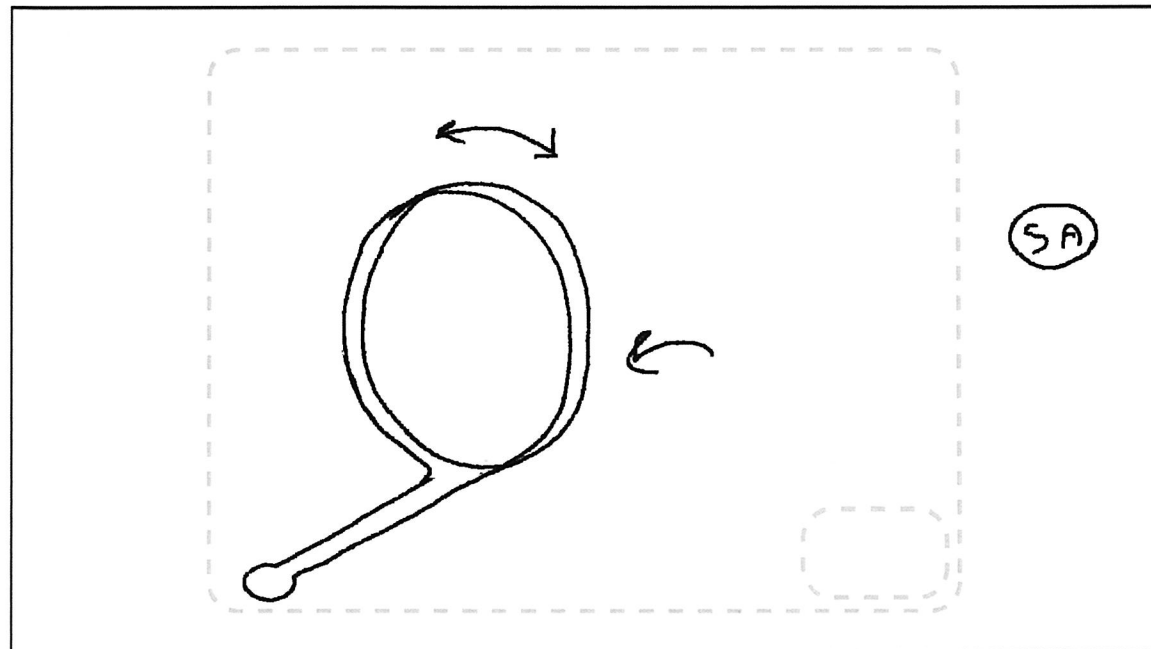
Page 84

Sc. 59

Pnl. 8

Bg.

day night

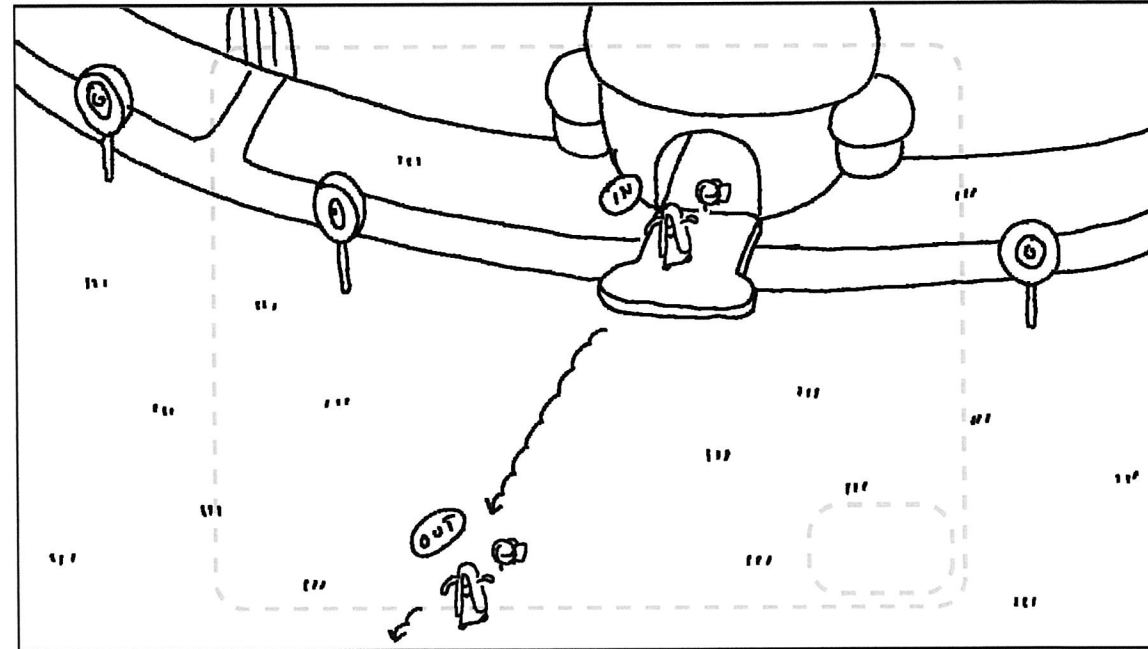


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

ROLLS AROUND A BIT.

Timing:

1025-203

EPISODE #

Production :

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ADVENTURE TIME

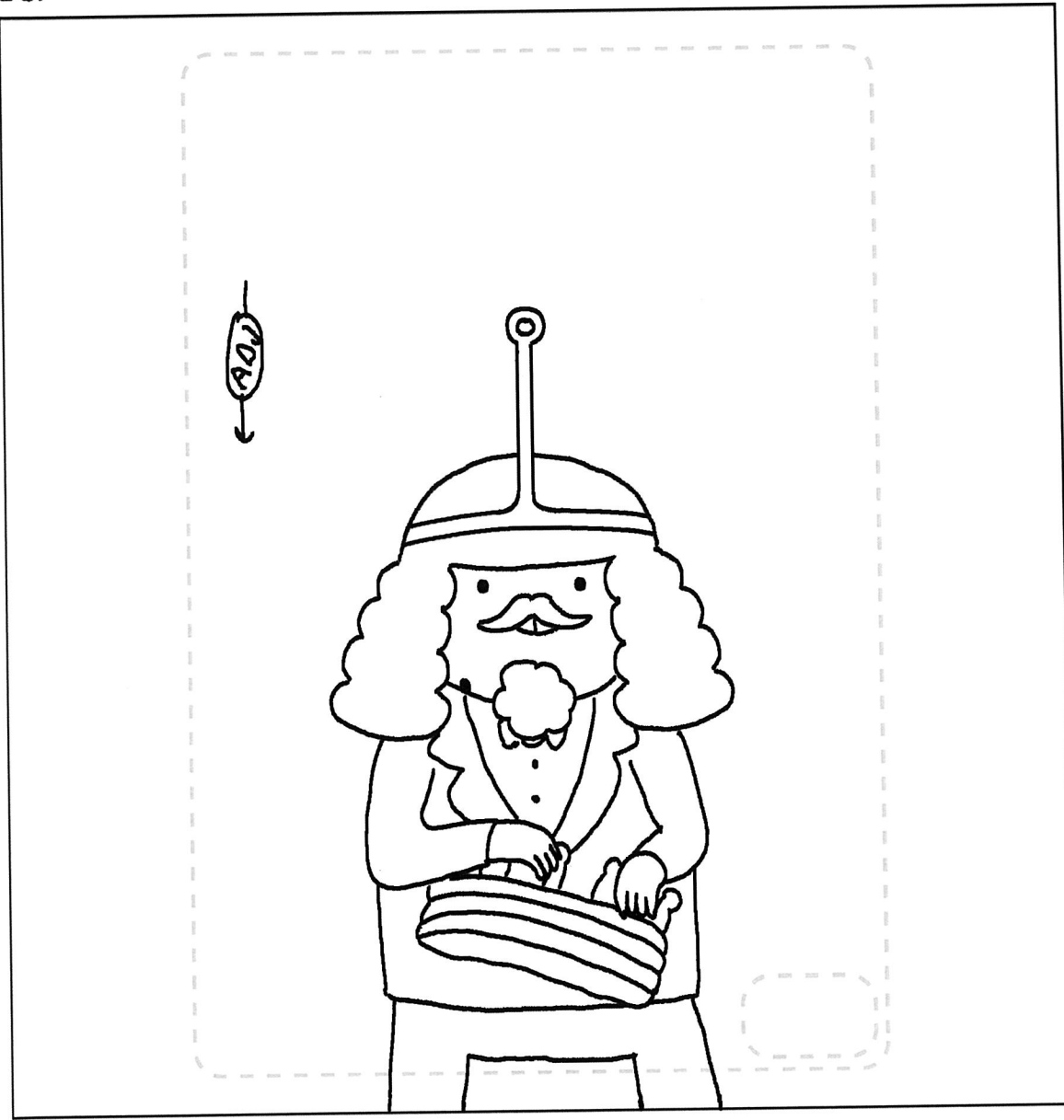


Sc. 61

Pnl. A

Bg.

day night

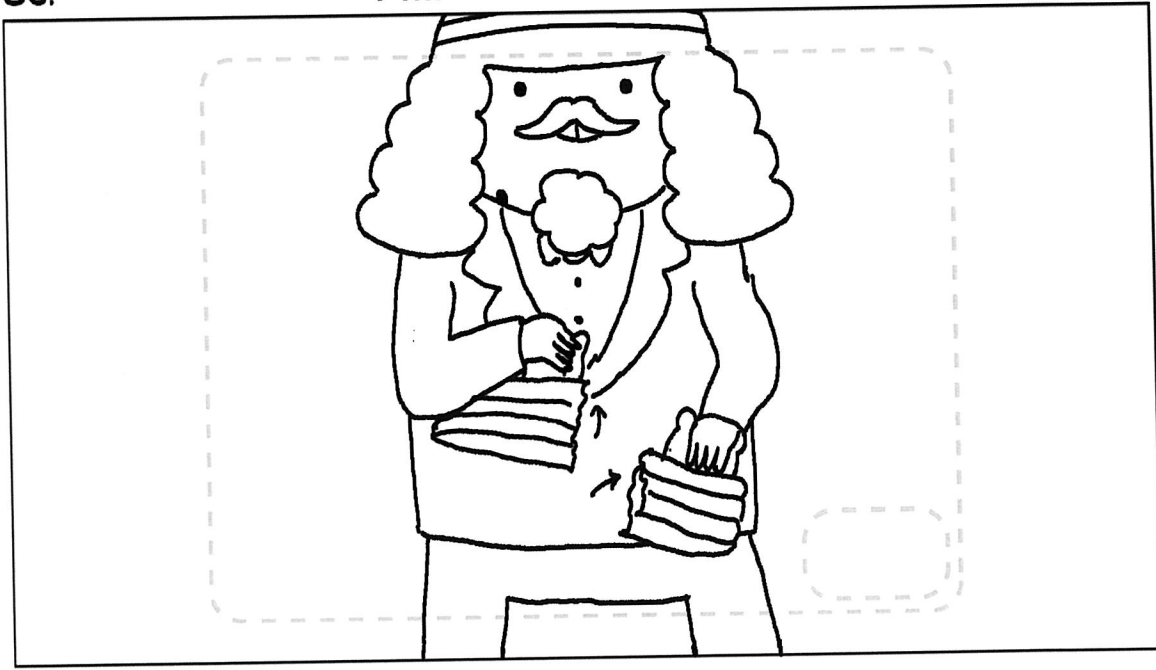


Sc. 61

Pnl. B

Bg.

day night



1025-203
EPISODE #

Production :

ADVENTURE TIME



Sc. 61

Pnl. C

Bg.

day night

Sc. 61

Pnl. D

Bg.

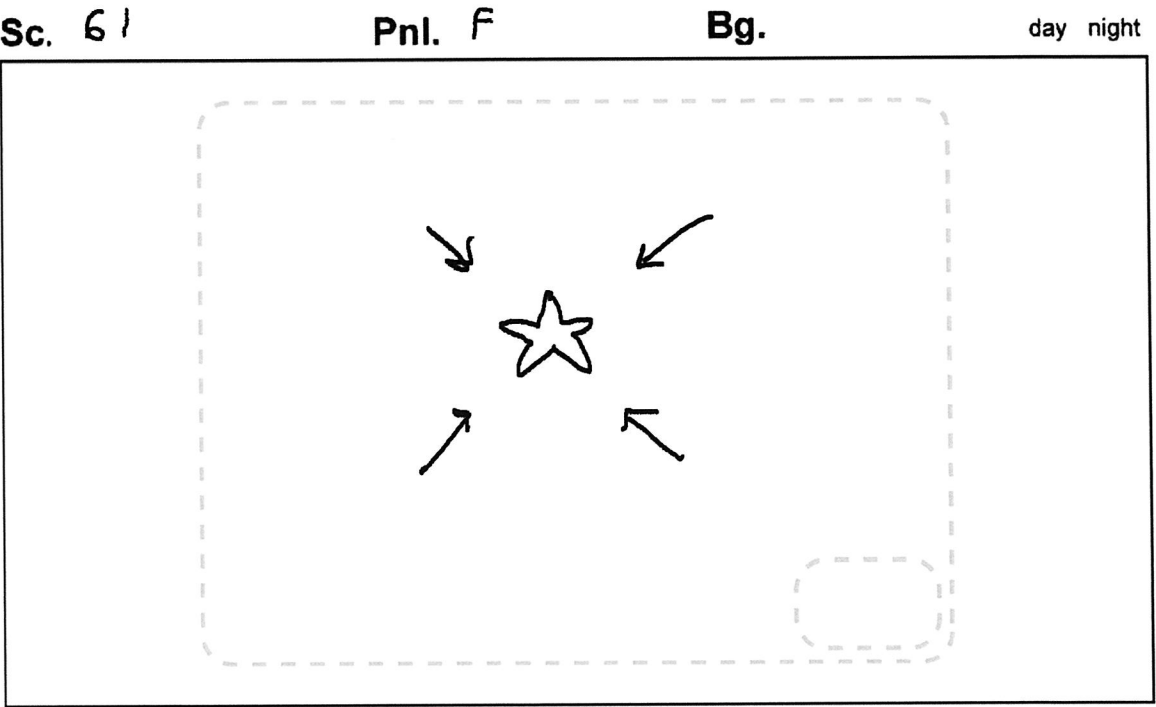
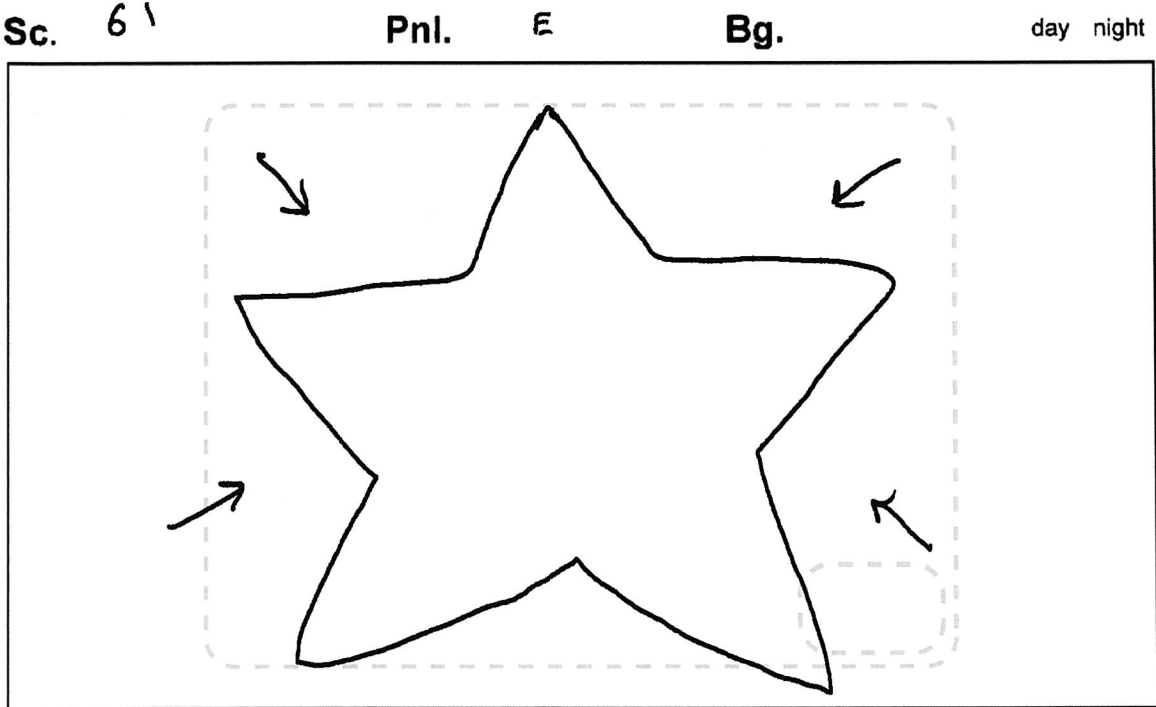
day night

Dialog:

Action:

Timing:

ADVENTURE TIME



Dialog:
Action: <p>STAR WIPE.</p>
Timing:

ADVENTURE TIME

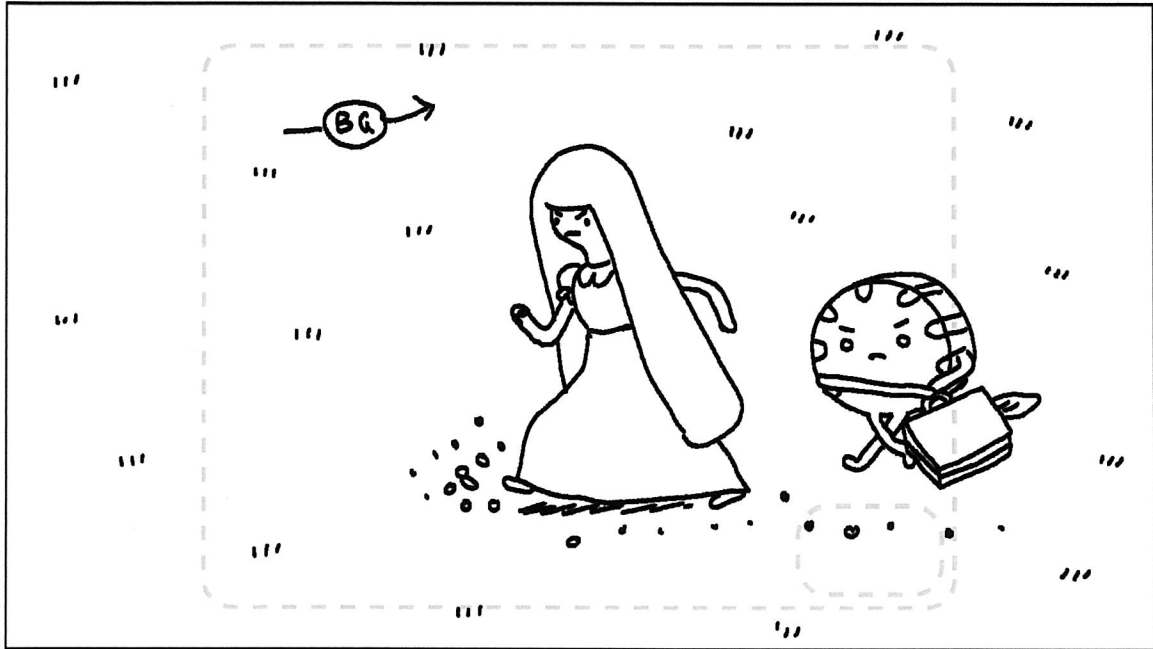


Sc. 62

Pnl. A

Bg.

day night

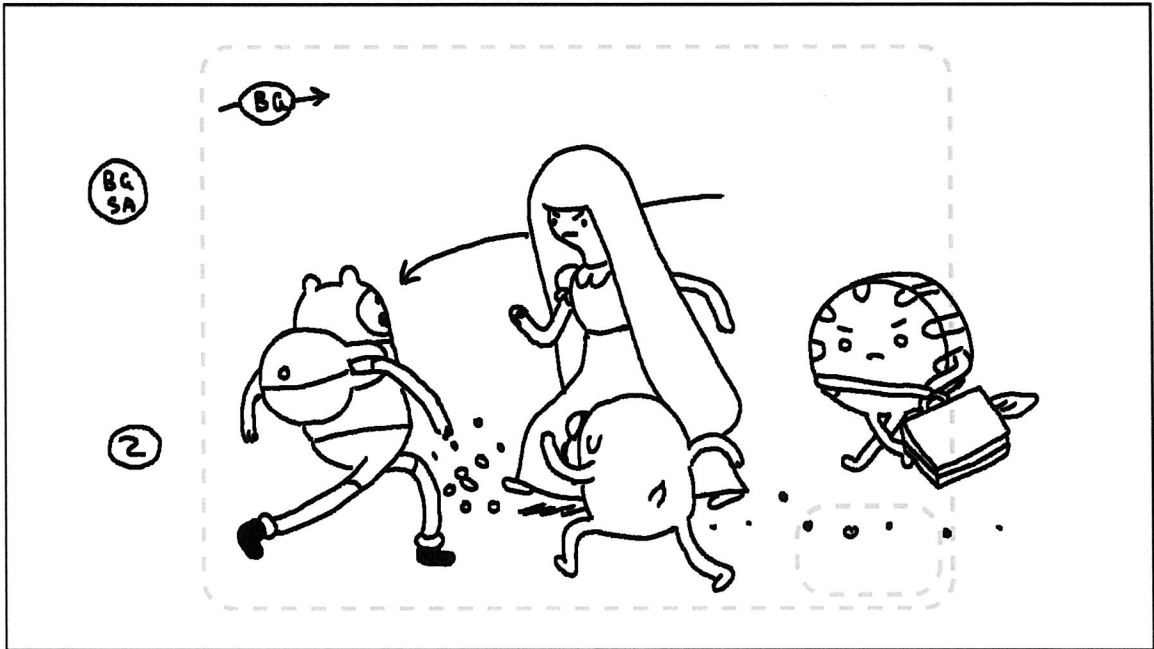


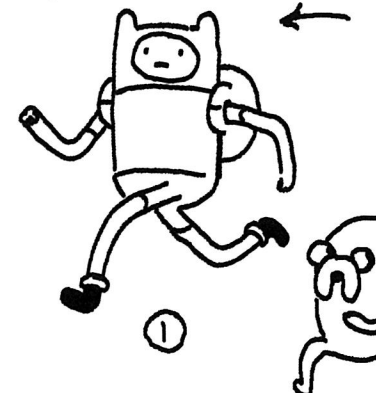
Sc. 62

Pnl. B

Bg.

day night



Dialog:	<p>PRINCESS!</p> 
Action:	
Timing:	

1025-203

EPISODE #

Production :

ADVENTURE TIME

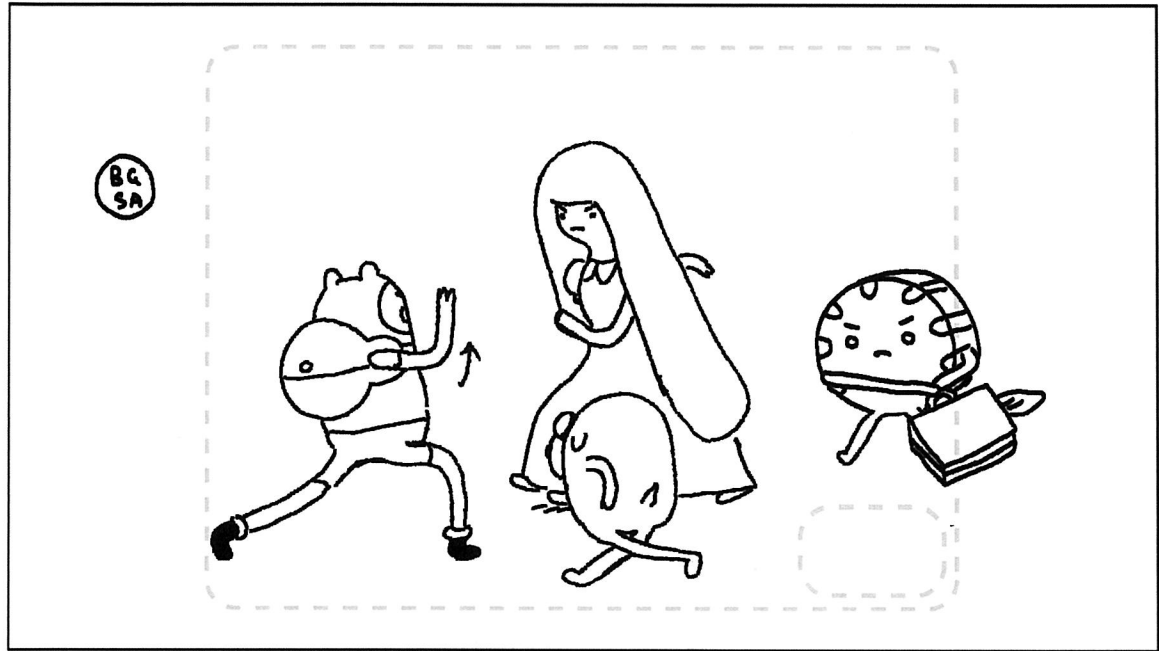


Sc. 62

Pnl. c

Bg.

day night

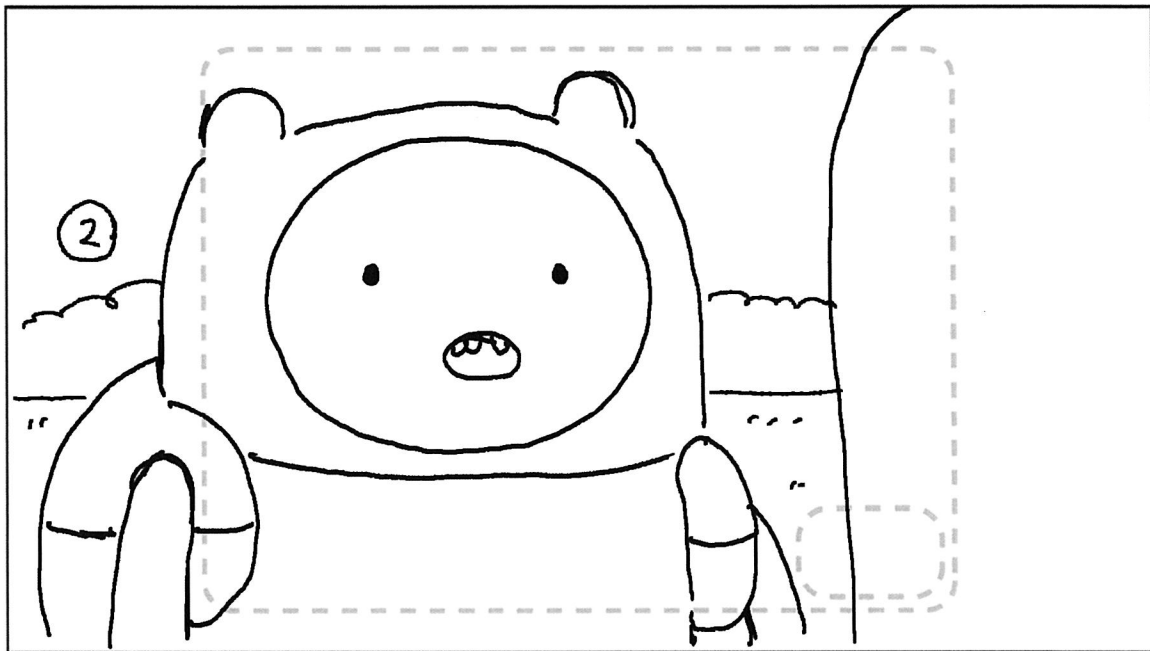


Sc. 63

Pnl. A

Bg.

day night



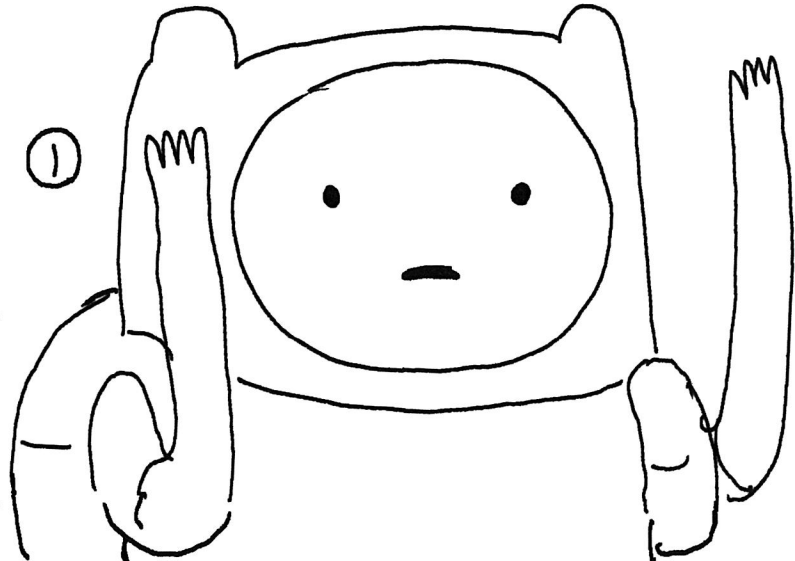
Dialog:

① PRINCESS!

Action:

Timing:

② I DON'T KNOW WHAT A DILLWEED IS.



1025-203

EPISODE #

Production :

ADVENTURE TIME

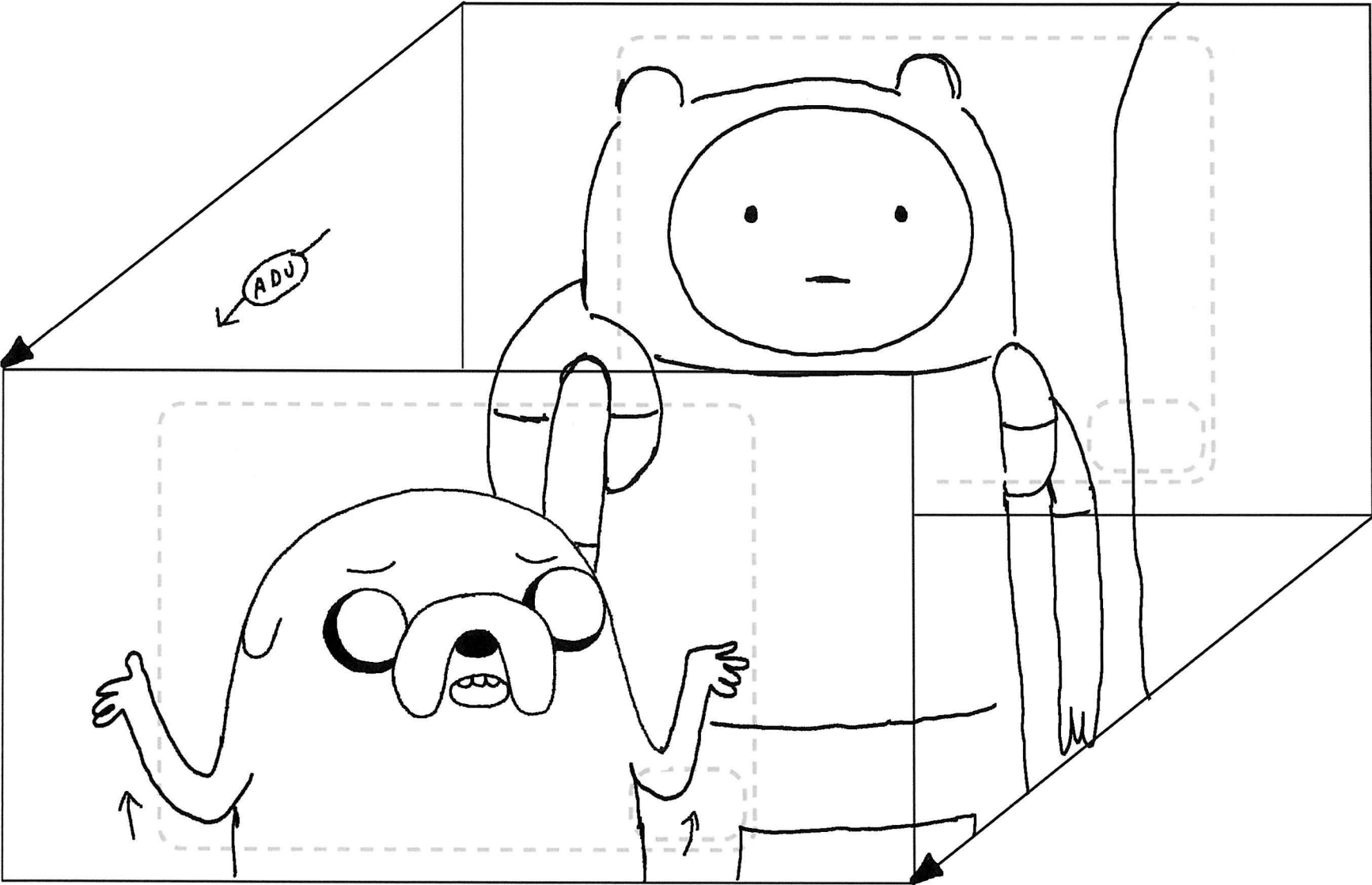


Sc. 63

PNL. B

B.G.

day night



Q/ PB, WHAT'S THE PLAN?
WE PLEDGED OUR ALLEGIANCE
TO YOU!

ADVENTURE TIME

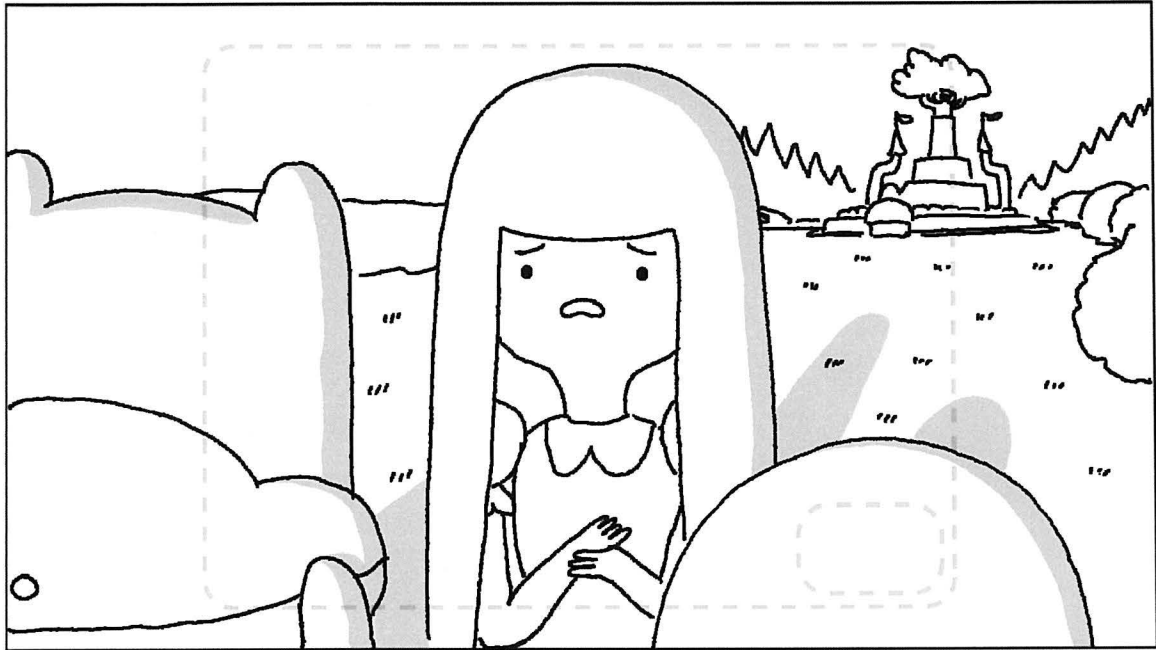


Sc. 64

Pnl. A

Bg.

day night

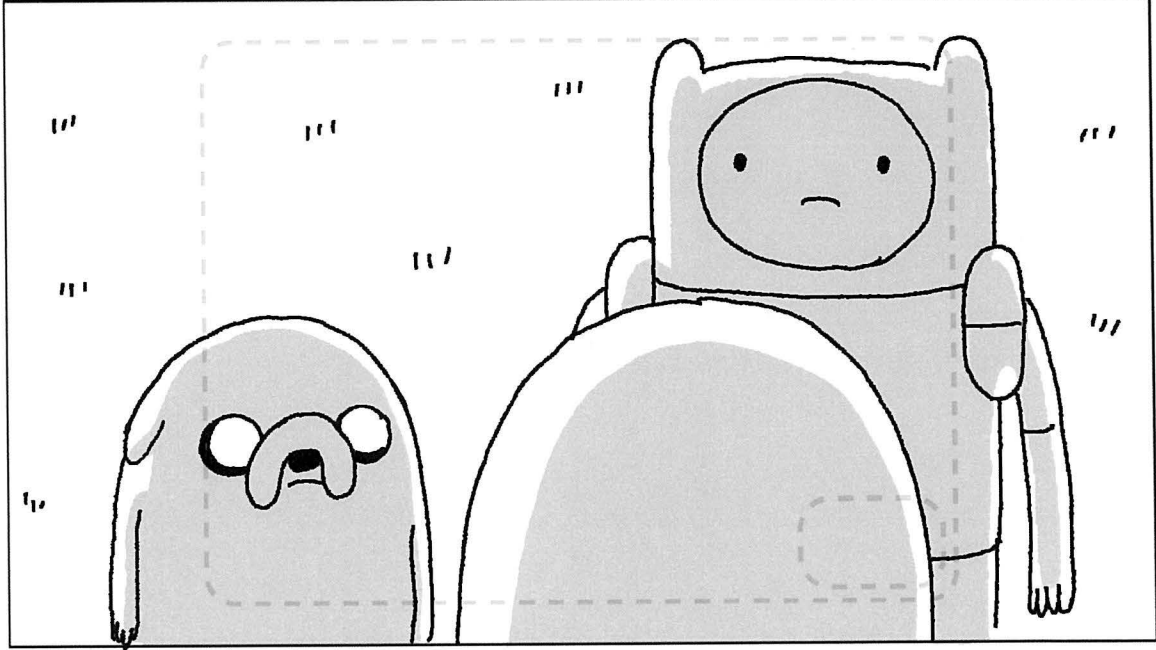


Sc. 65

Pnl. A

Bg.

day night



Dialog:	NO ... SIGH ... YOUR ALLEGIANCE IS TO THE KINGDOM.
Action:	
Timing:	

1025-203

EPISODE #

Production :

ADVENTURE TIME

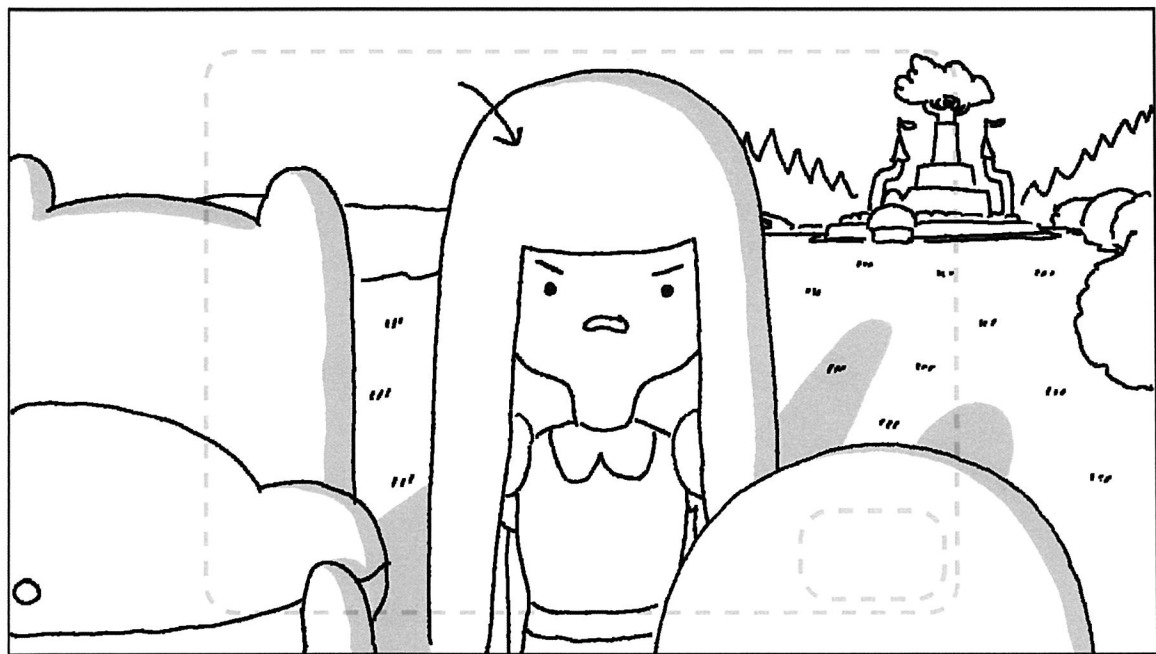


Sc. 66

Pnl. A

Bg.

day night

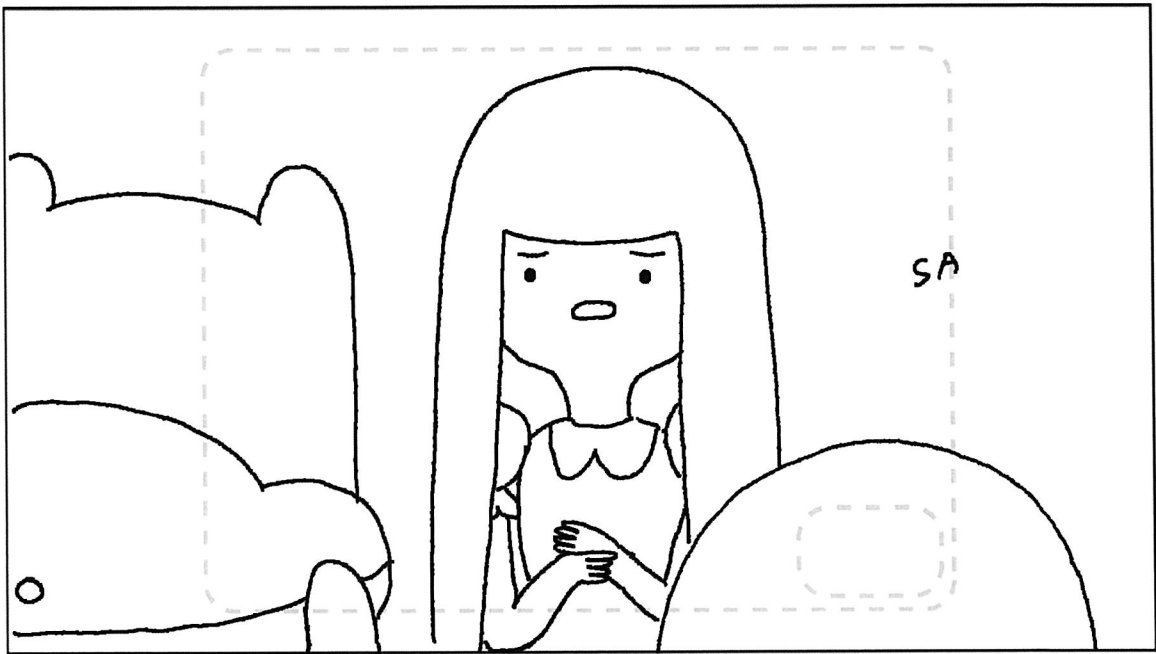


Sc. 66

Pnl. B

Bg.

day night



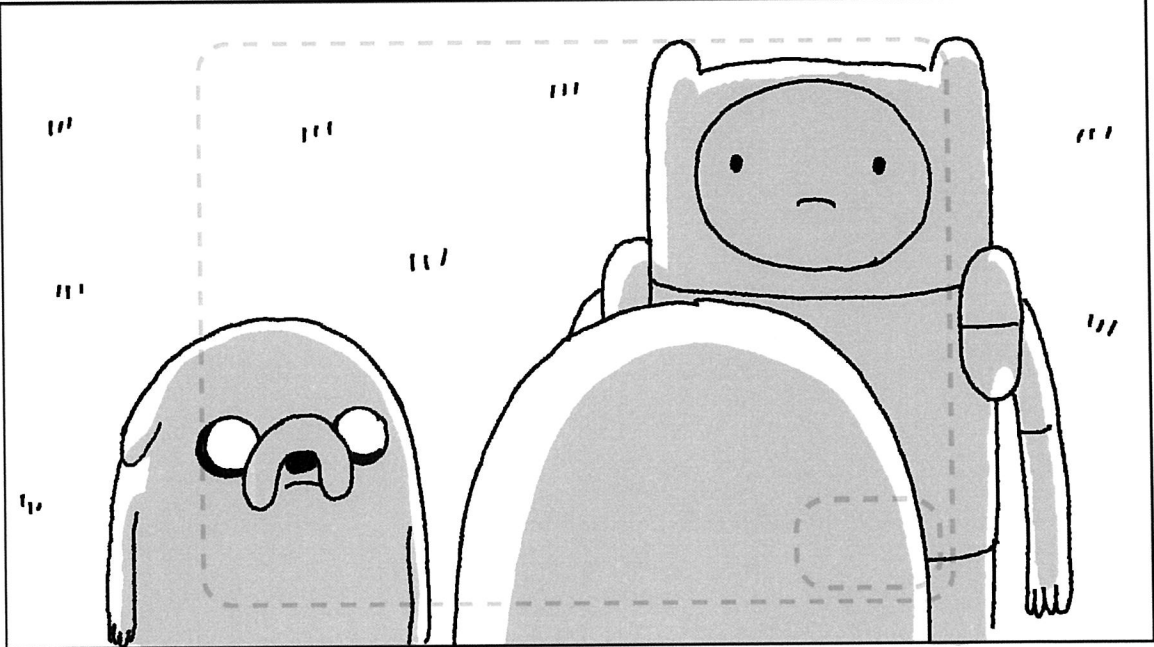
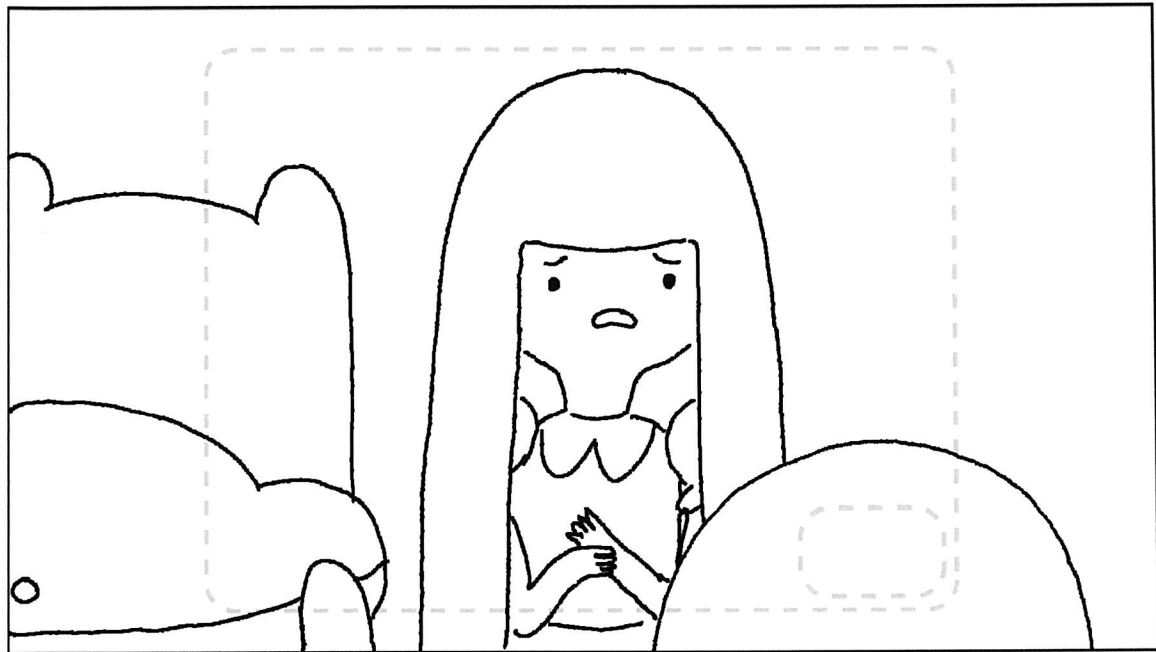
Dialog:	
<p>(PB) DUDES , I DON'T KNOW...</p>	<p>(PB) I DON'T KNOW WHEN I'LL BE BACK IN CHARGE, <u>IF</u> I'LL BACK IN CHARGE.</p>
Action:	
Timing:	

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ADVENTURE TIME



Sc. 66 Pnl. c Bg. day night Sc. 67 Pnl. A Bg. day night



Dialog:	(PB) I NEED YOU BOTH TO STICK AROUND HERE AND MAKE SURE THE CANDY PEOPLE ARE SAFE.	(PB)(CONT) / EVEN IF IT MEANS WORKING FOR A WAD.
Action:		
Timing:		

1025-203
EPISODE #
Production :

ADVENTURE TIME

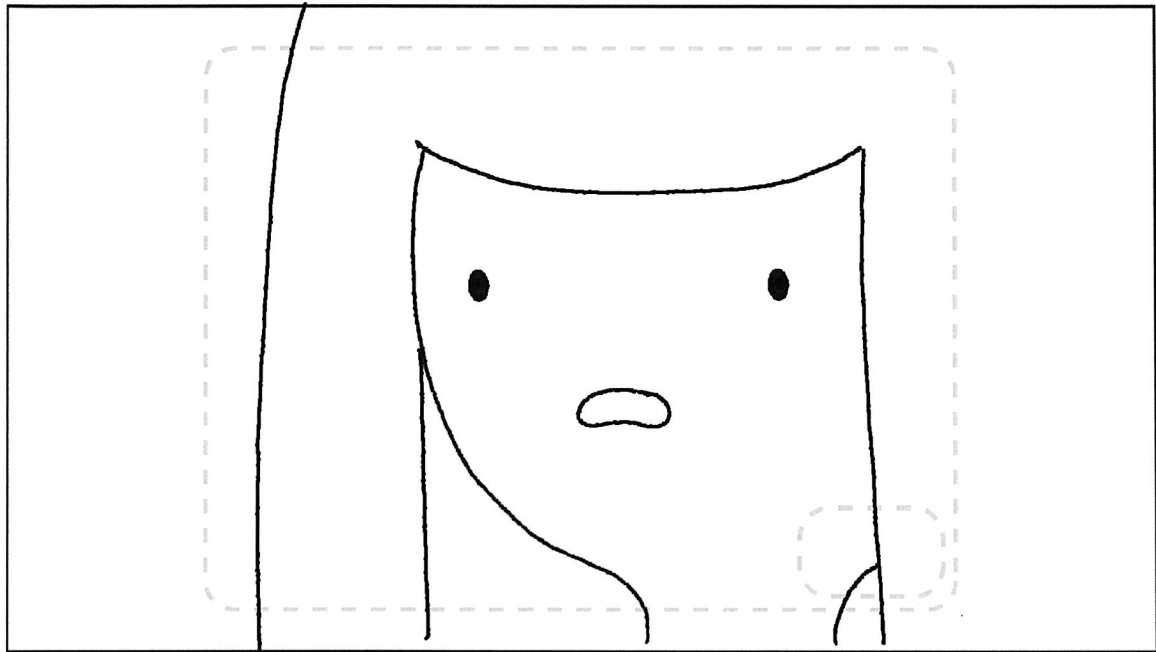


Sc. 68

Pnl. A

Bg.

day night

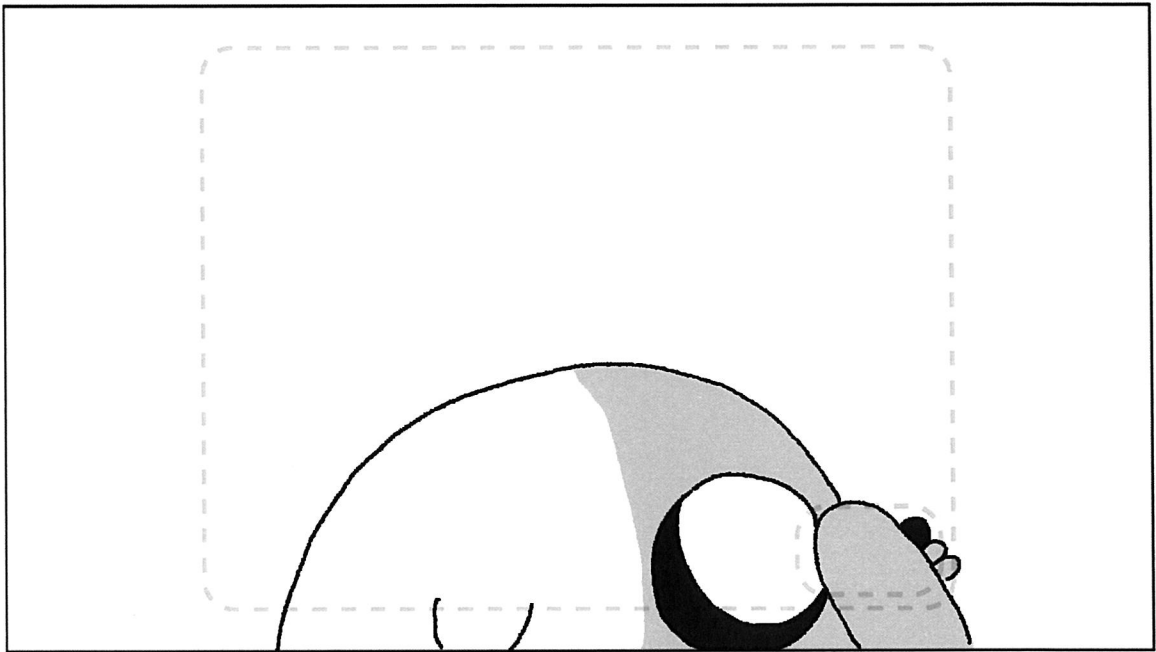


Sc. 69

Pnl. A

Bg.

day night



Dialog:

Ⓟ AUF WIEDERSEHEN , MEINE
CHAMPIONS .

Action:

Timing:

ADVENTURE TIME

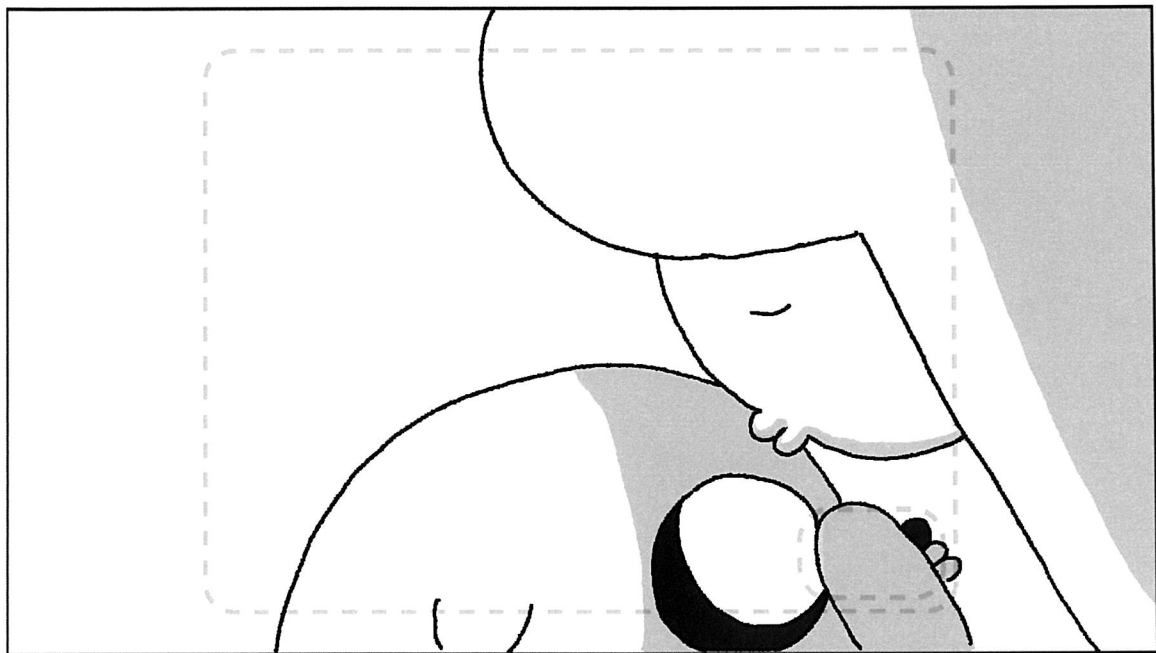


Sc. 69

Pnl. B

Bg.

day night

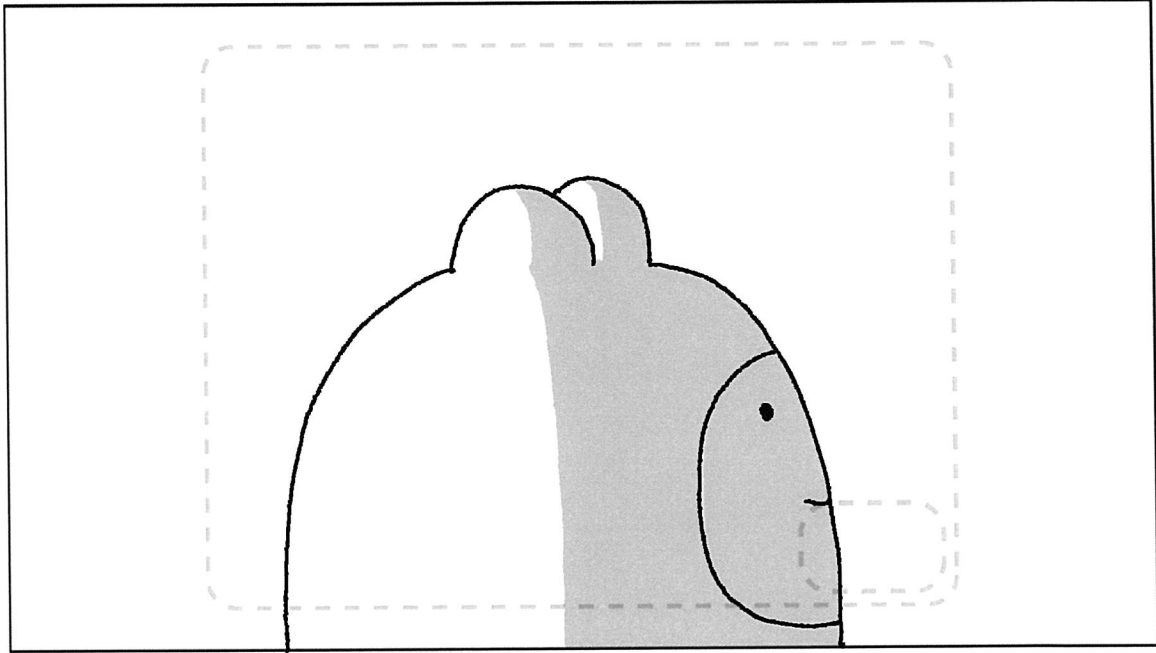


Sc. 70

Pnl. A

Bg.

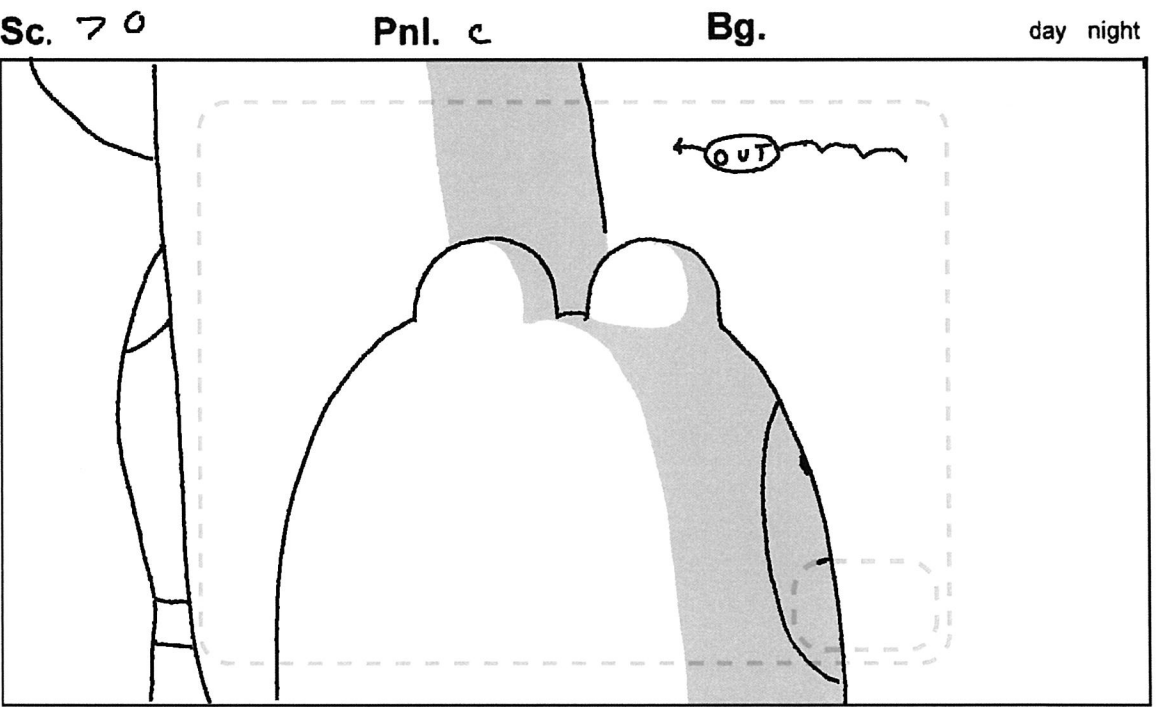
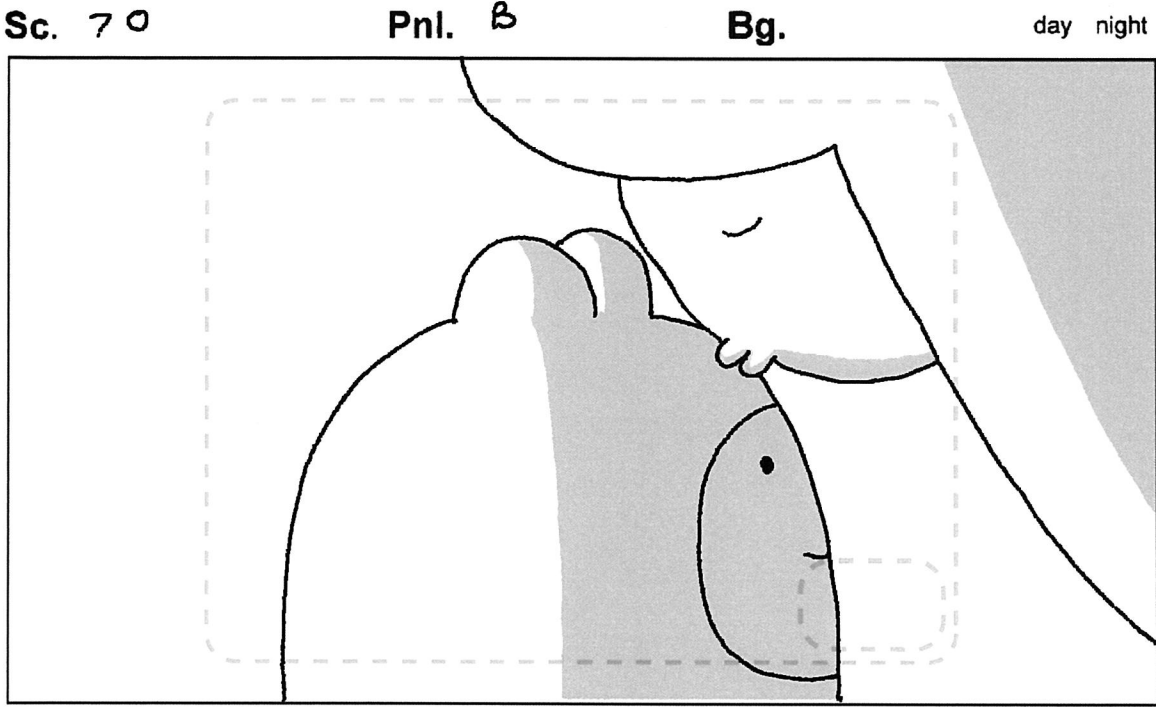
day night



Dialog:
Action:
Timing:

K I S S

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 71

Pnl. A

Bg.

day night

A storyboard panel showing a landscape with a sunset sky. The sky is filled with horizontal lines representing clouds. In the foreground, two small, round characters are standing on a grassy field. The panel is labeled 'Sc. 71', 'Pnl. A', 'Bg.', and 'day night'.

Sc. 71

Pnl. B

Bg.

day night

A storyboard panel showing a landscape with a sunset sky. The sky is filled with horizontal lines representing clouds. In the foreground, two small, round characters are standing on a grassy field. The panel is labeled 'Sc. 71', 'Pnl. B', 'Bg.', and 'day night'.

Dialog:
Action:
Timing:

SUN SET

ADVENTURE TIME

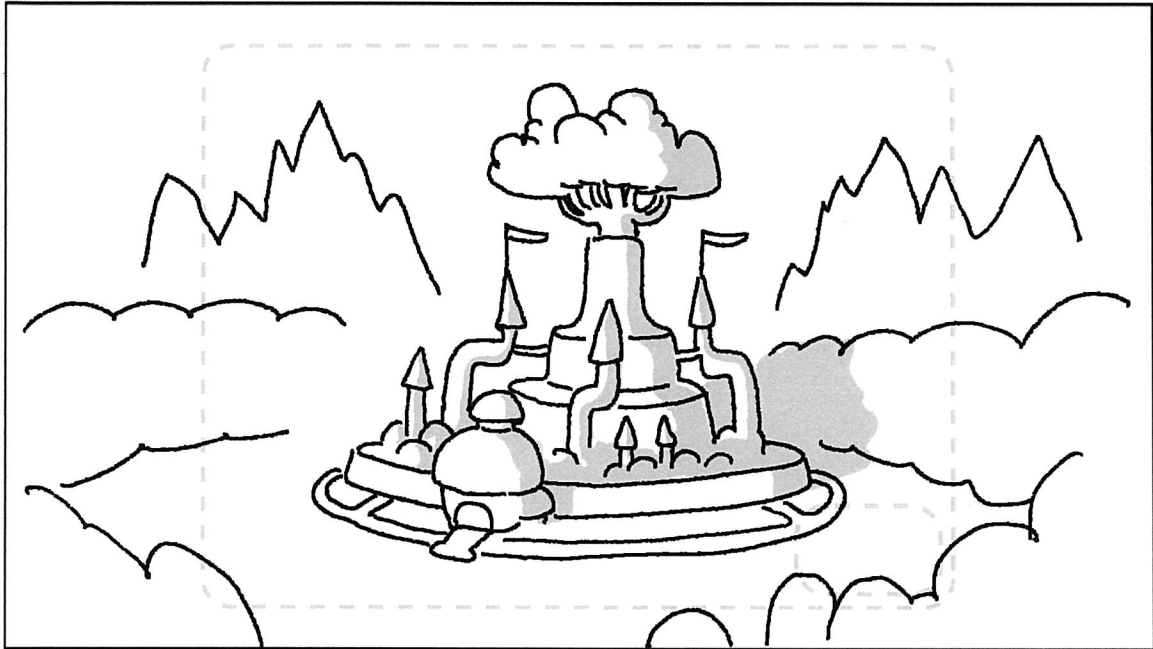


Sc. 72

Pnl. A

Bg.

day night

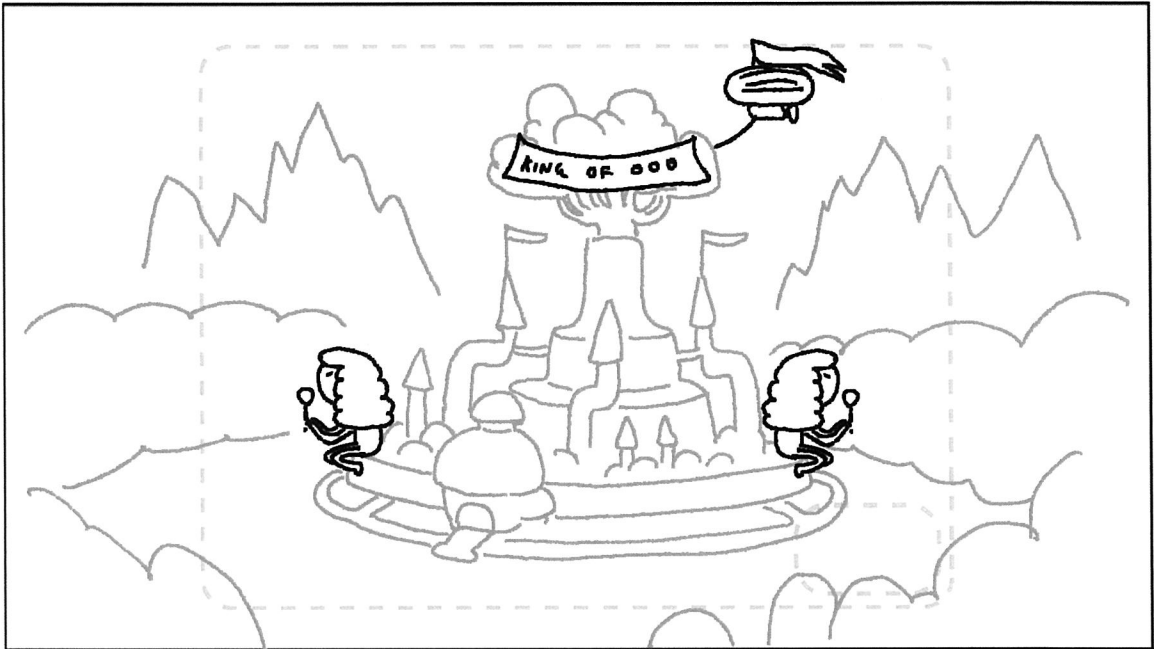


Sc. 73

Pnl. A

Bg.

day night



Dialog:

Action:

SUNSET.

X DISSOLVE

MORNING.

- BLIMP
- BANNER
- WIGS

Timing:

1025-203

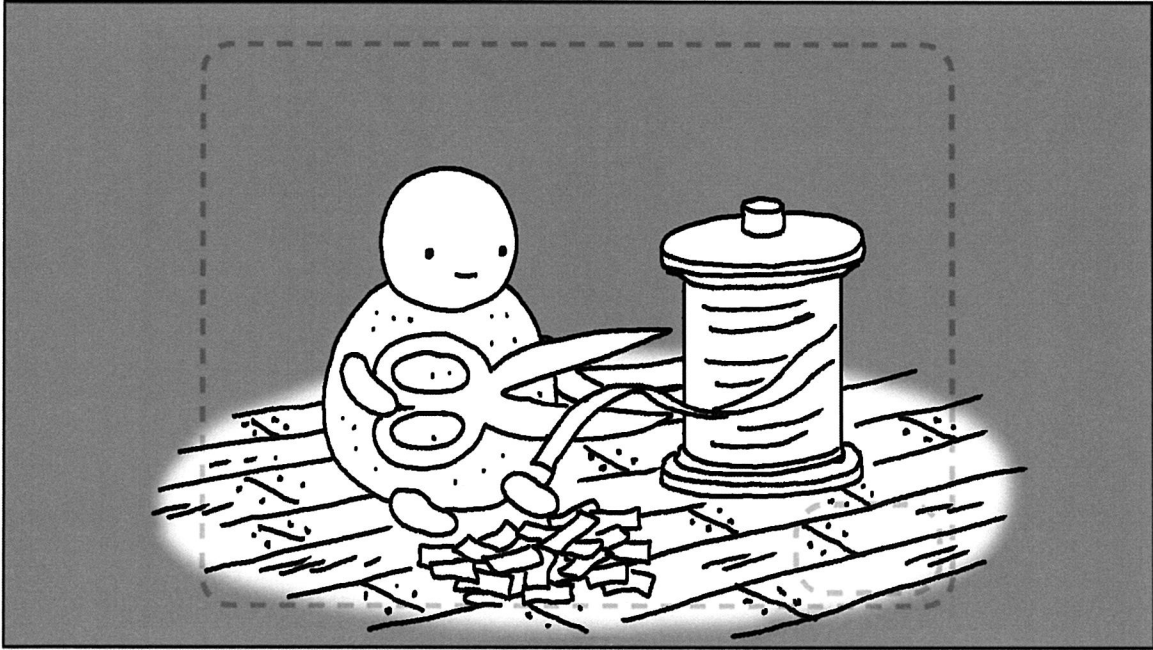
EPISODE #

Production :

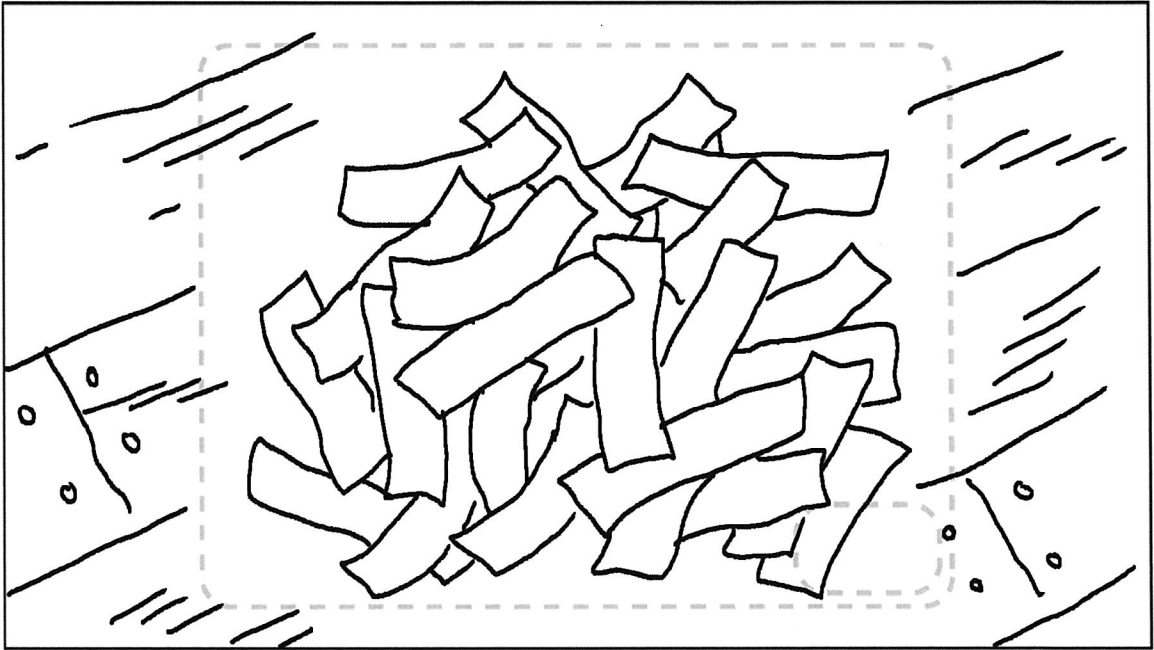
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:
Action: <p>CUTTING RIBBON</p>
Timing:

ADVENTURE TIME



Sc. 7S

Pnl. B

Bg.

day night

Sc. 7S

Pnl. C

Bg.

day night

Dialog:
Action:
Timing:

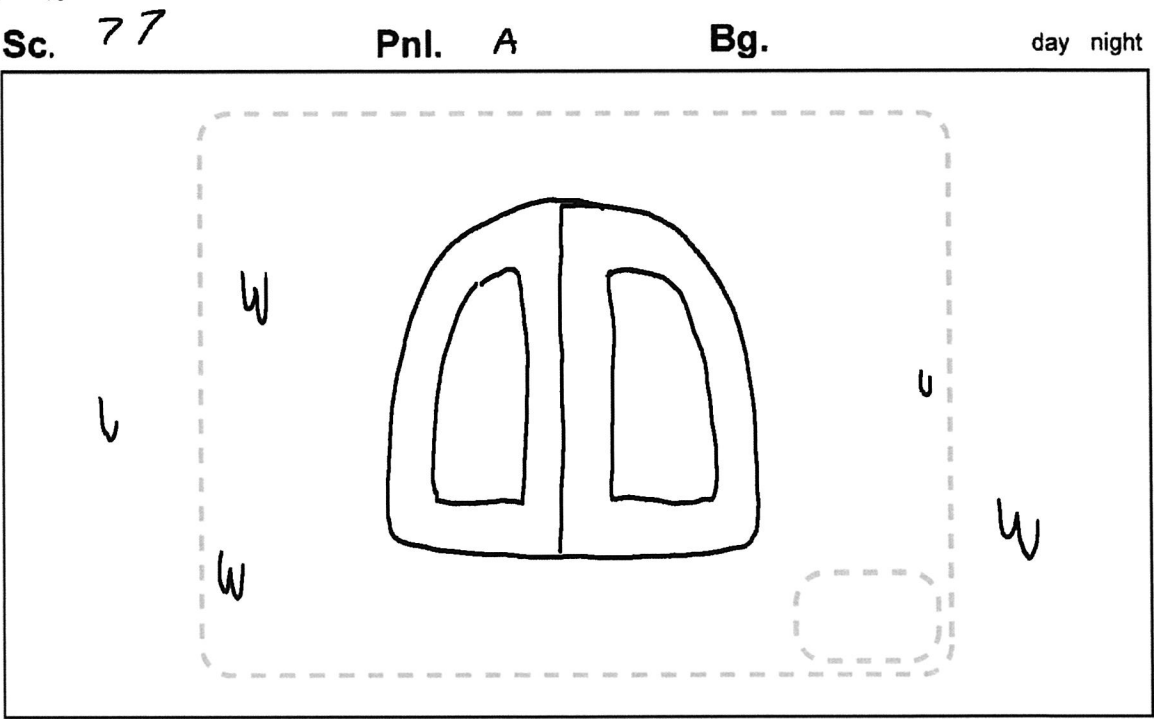
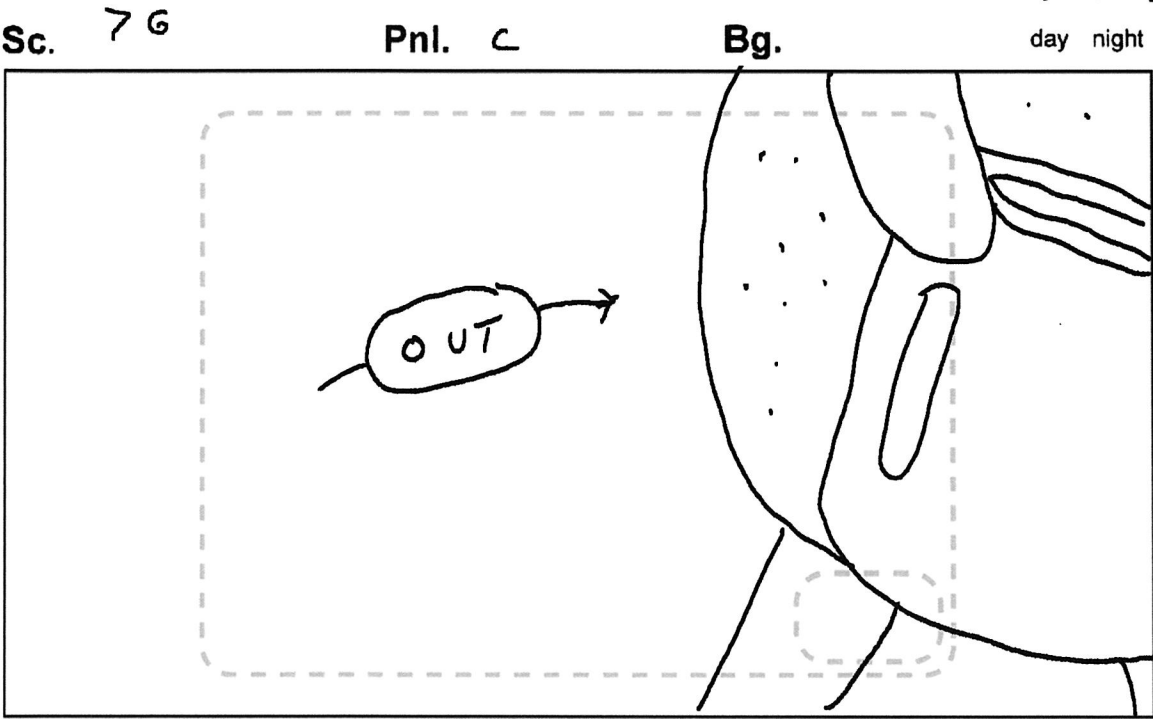
ADVENTURE TIME



Sc. 76	Pnl. A	Bg.	day night	Sc. 76	Pnl. B	Bg.	day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME

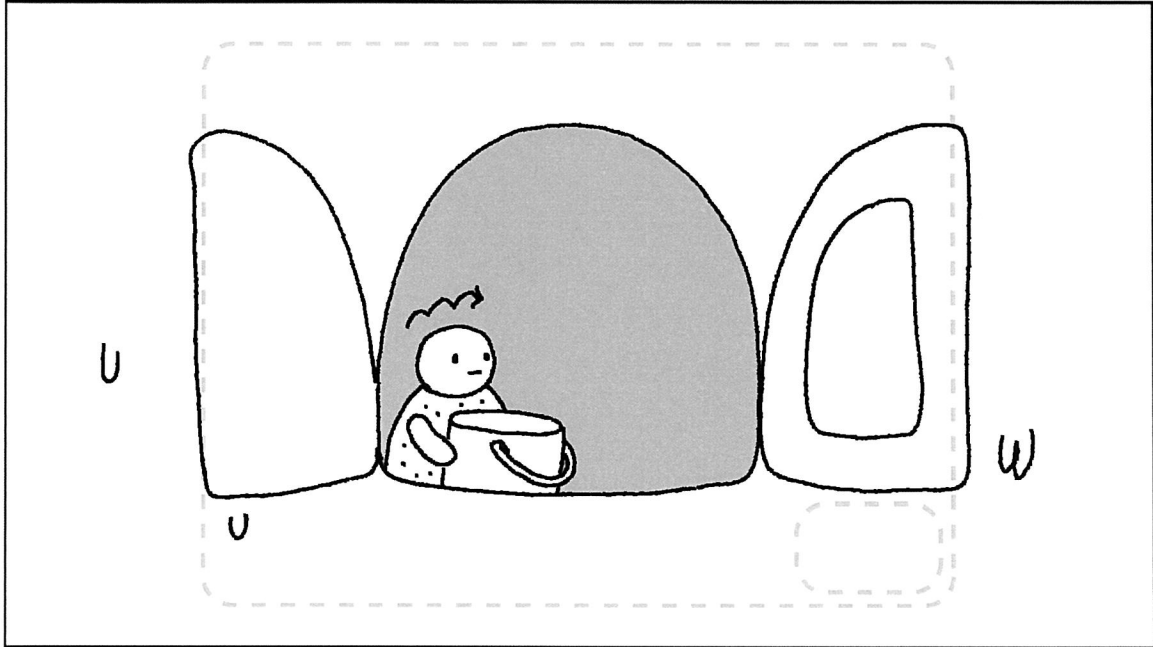


Sc. 77

Pnl. B

Bg.

day night

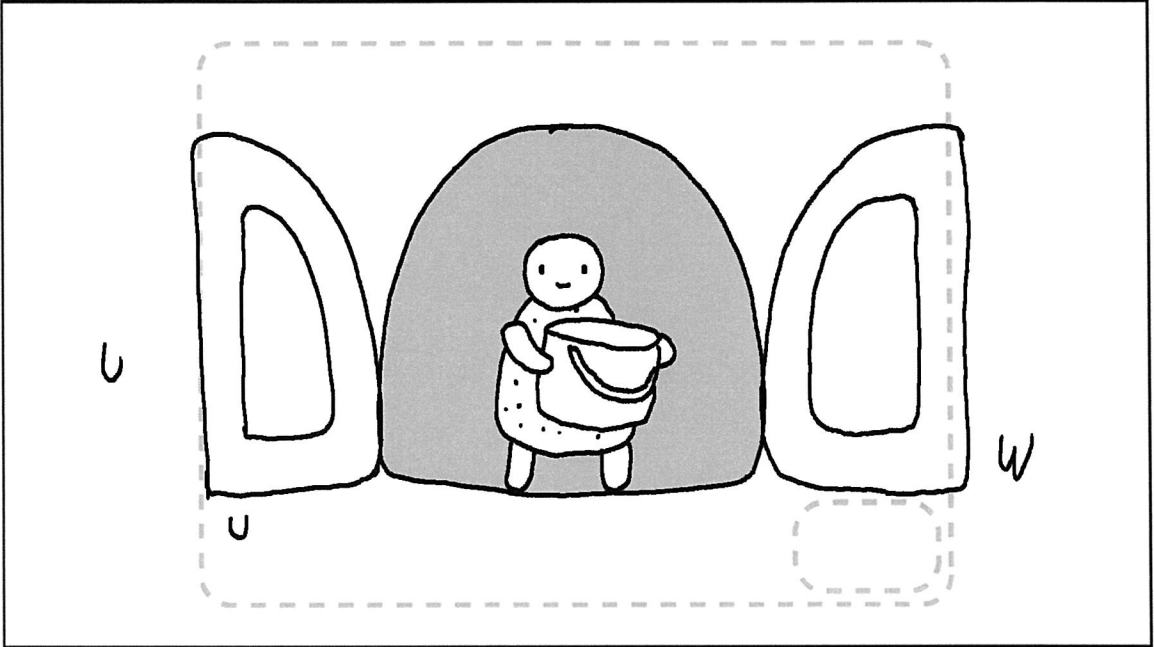


Sc. 77

Pnl. C

Bg.

day night

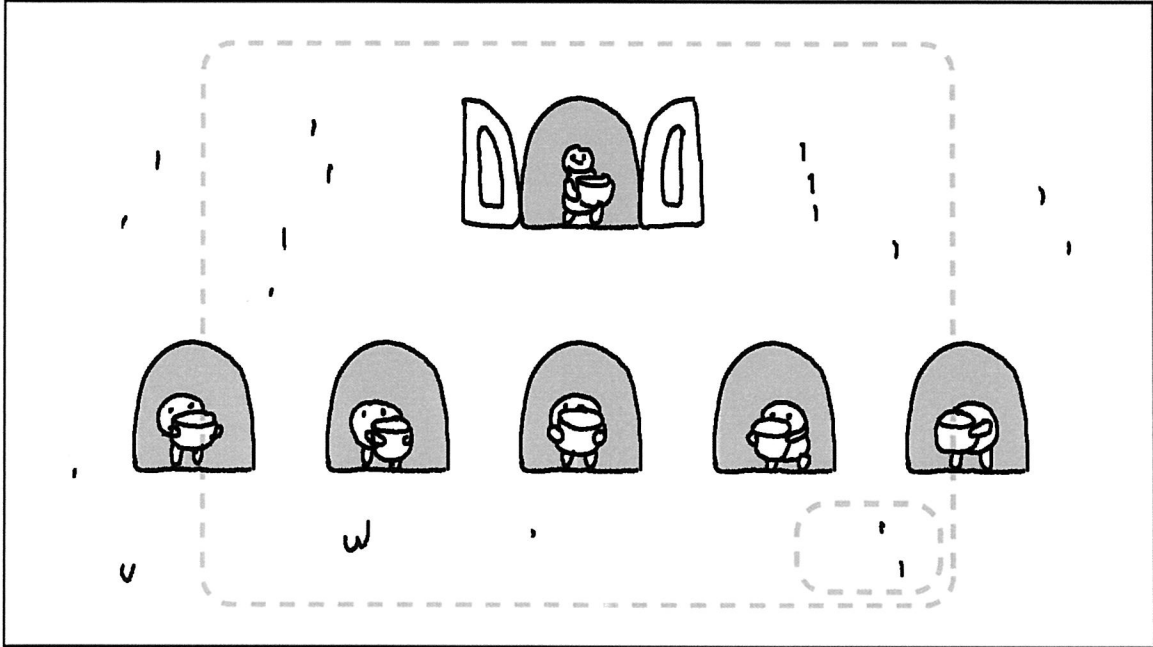


Dialog:
Action:
Timing:

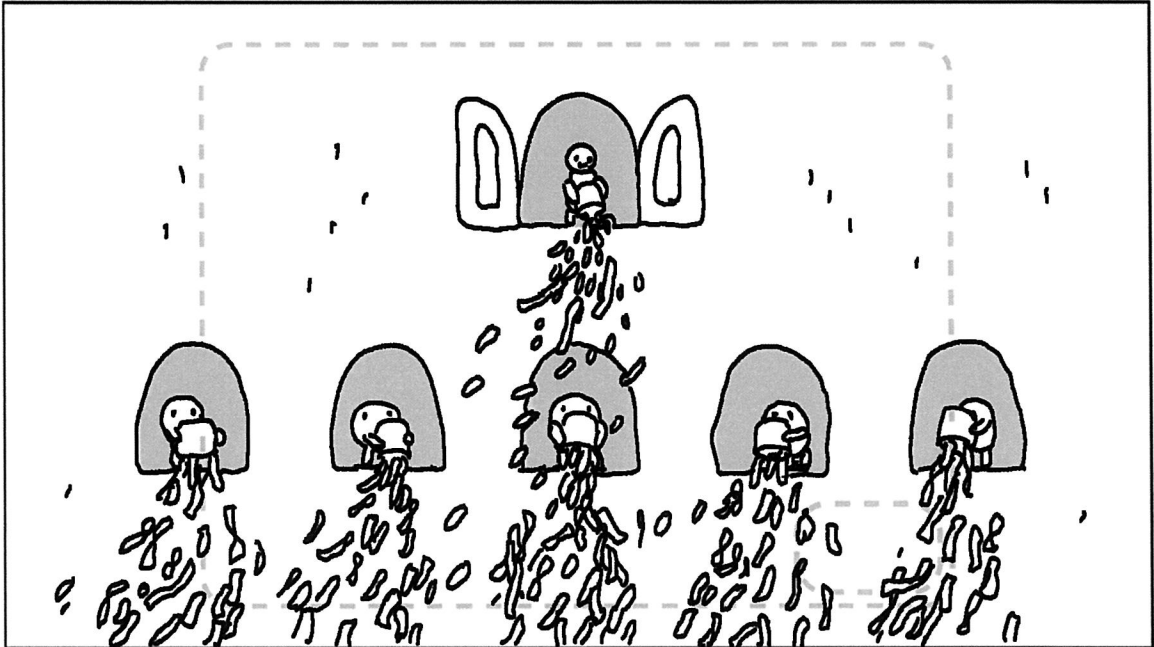
ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



Dialog:	(Sfx) BELLS & DOVES COOING
Action:	PUMP THEIR BUCKETS
Timing:	

1025-203 EPISODE # Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night
<div>X - DISSOLVE</div>			

Dialog:
Action:
Timing:

Sc.	Pnl.	Bg.	day night
79	A		

1025-203

EPISODE #

Production :

ADVENTURE TIME



Sc. 80	Pnl. A	Bg.	day night	Sc. 80	Pnl. B	Bg.	day night

Dialog:	THERE'S A NEW GOLDEN & WAXY MORNIN'	GOOD TIMES A'COMIN' YOU GOT YOUR WARNING.
Action:	STEPS OFF	
Timing:		

ADVENTURE TIME



Sc. 81

Pnl. A

Bg.

day night

Sc. 81

Pnl. B

Bg.

day night

Dialog:

♪

- THE WORKCAMP'S THERE,
- THERE'S CHEAP HEALTHCARE
- THE GENERAL TONE IS LAISSEZ-FAIRE!

♪

Action:

↑

SPREAD THROUGHOUT SCENE.

- DAINTY. BALLET STEPS.
- WHITE STOCKINGS, BLACK SLIPPERS.

Timing:

ADVENTURE TIME



Sc. 81 Pnl. C Bg. day night

Sc. 81 Pnl. D Bg. day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 81

Pnl. E

Bg.

day night

Sc. 81

Pnl. F

Bg.

day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
81	6			
81	7			

Dialog:
Action:
Timing:

ADVENTURE TIME

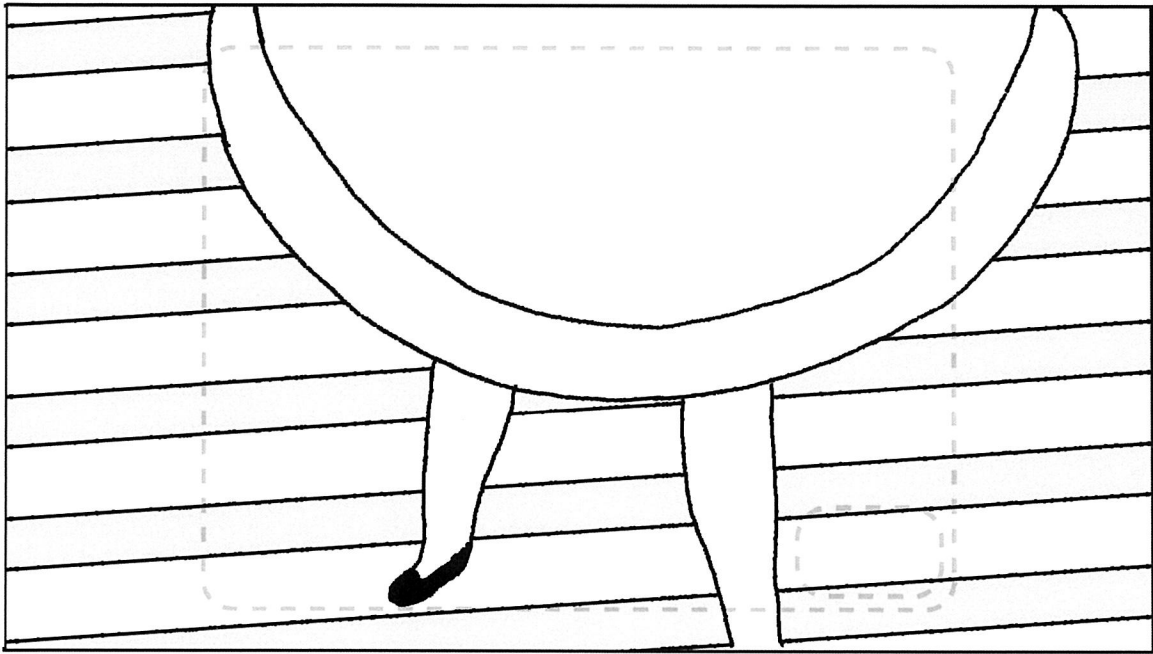


Sc. 81

Pnl. I

Bg.

day night

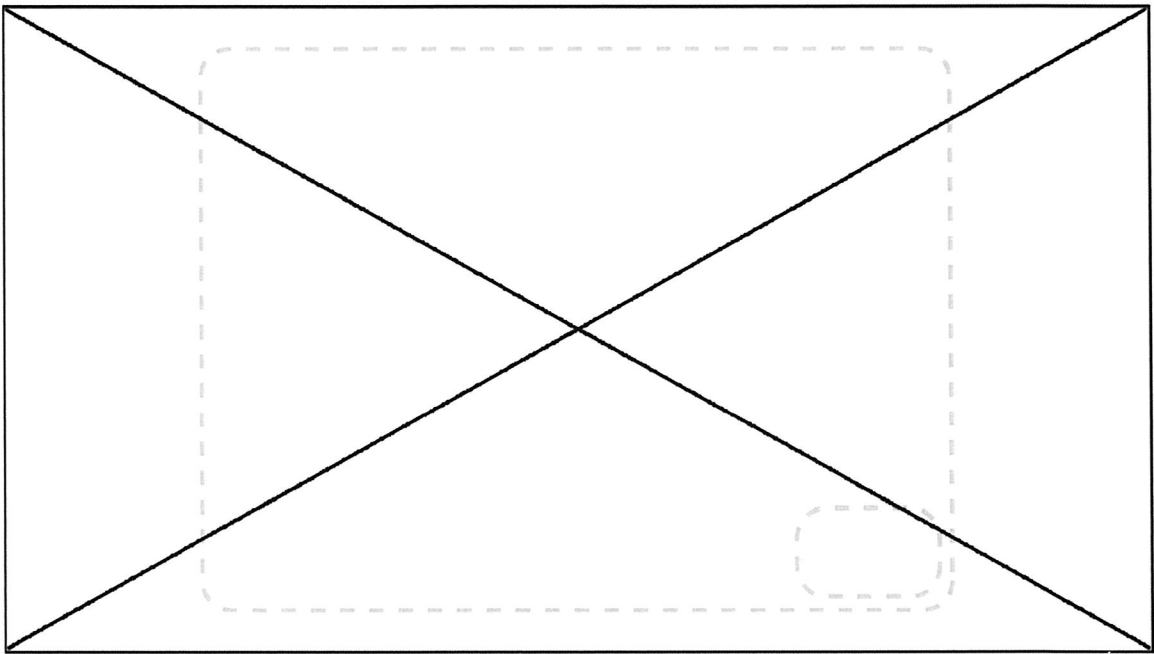


Sc. —

Pnl. —

Bg.

day night



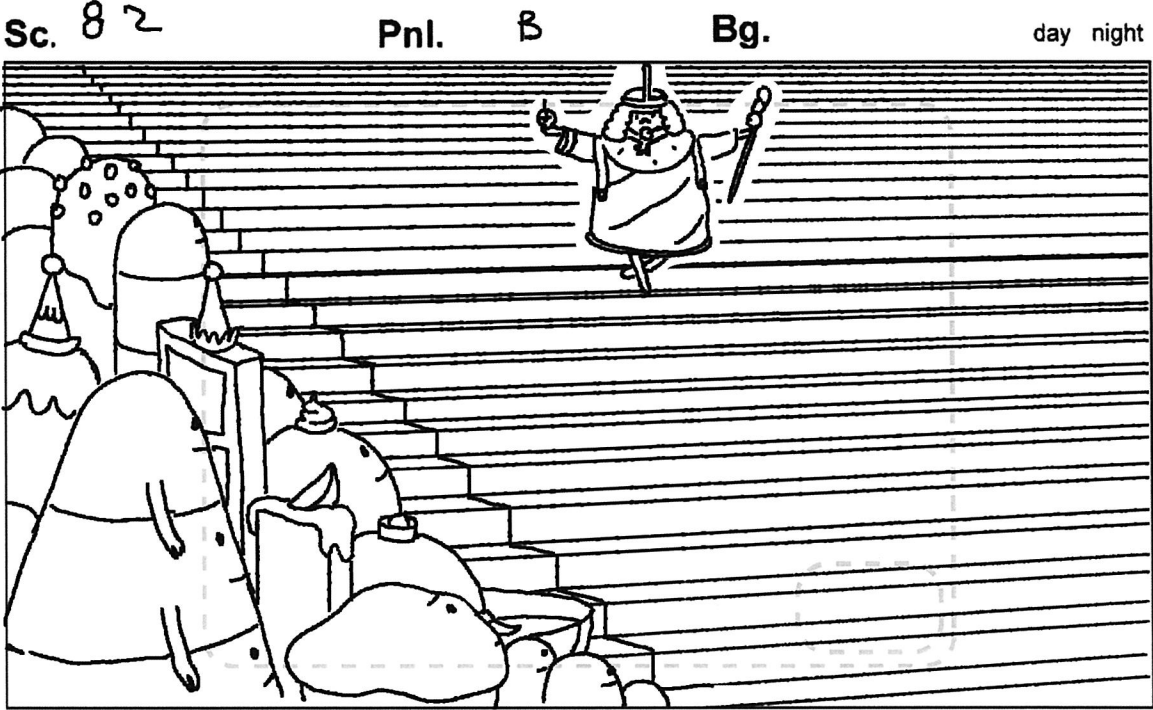
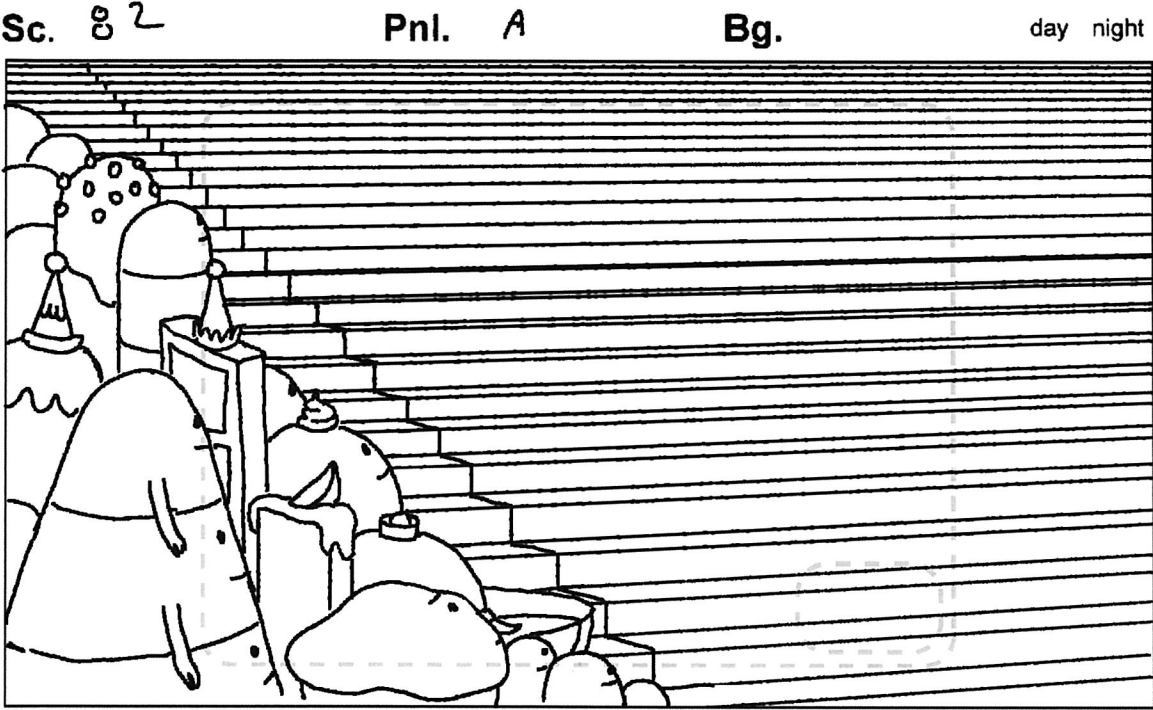
Dialog:
Action:
Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



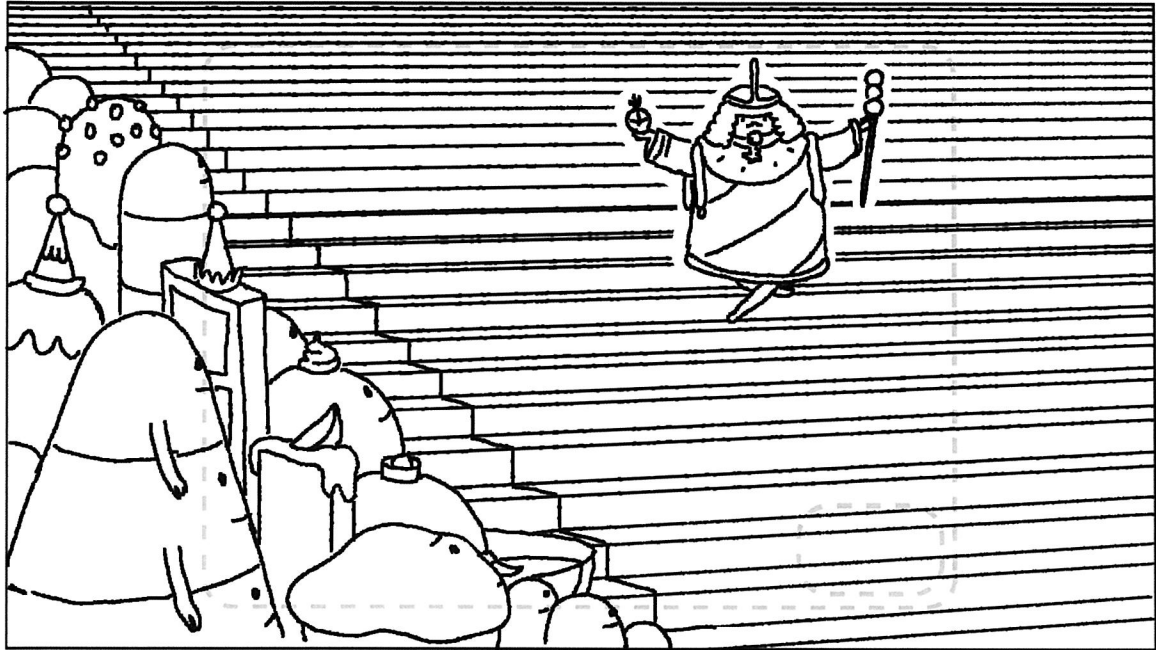
Dialog:	♪ I'm a Princess ♪
Action: BR REF	- REAL GRACEFULL & ORNATE STEPS - PRINCELY
Timing:	

1025-203
EPISODE #
Production :

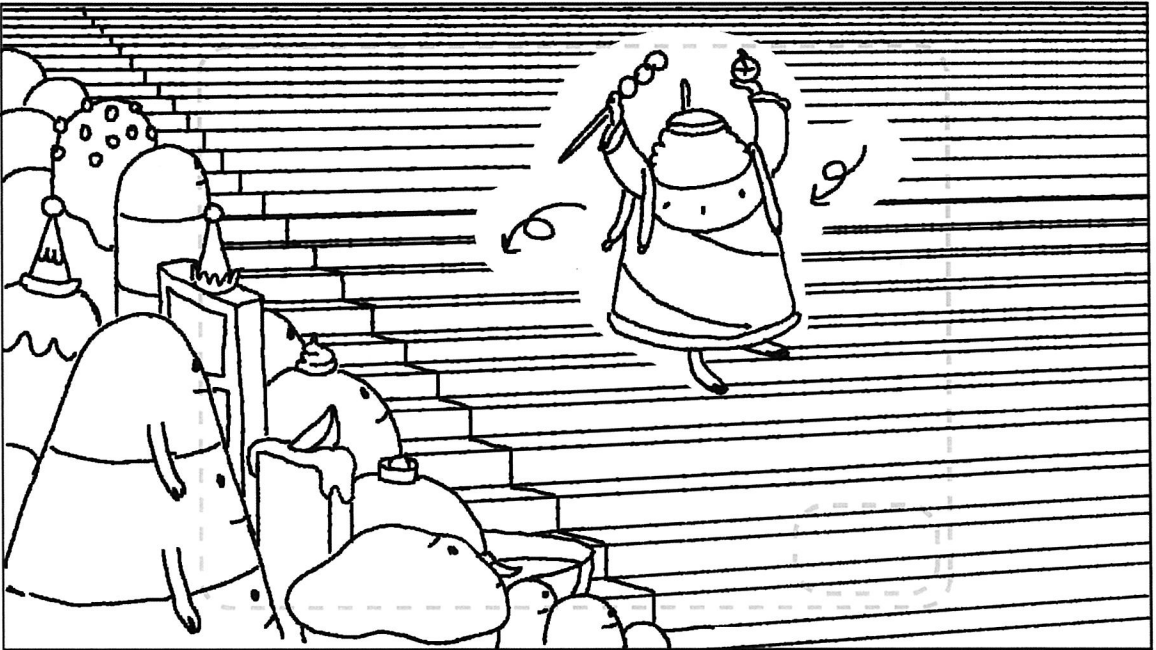
ADVENTURE TIME



Sc. 82 Pnl. c Bg. day night



Sc. 82 Pnl. D Bg. day night



Dialog:
Action:
Timing:

1025-203

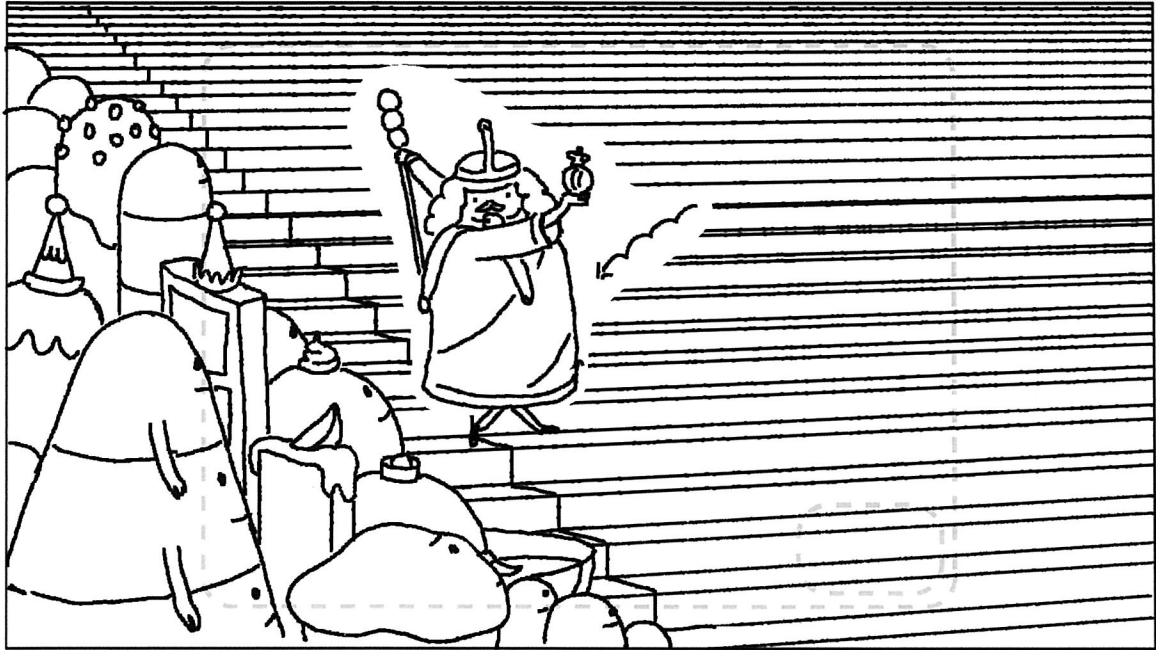
EPISODE #

Production :

ADVENTURE TIME



Sc. 82 Pnl. E Bg. day night Sc. 82 Pnl. F Bg. day night



Dialog:
♪ I'm a Princess ♪
Action:
HOLD
Timing:

ADVENTURE TIME



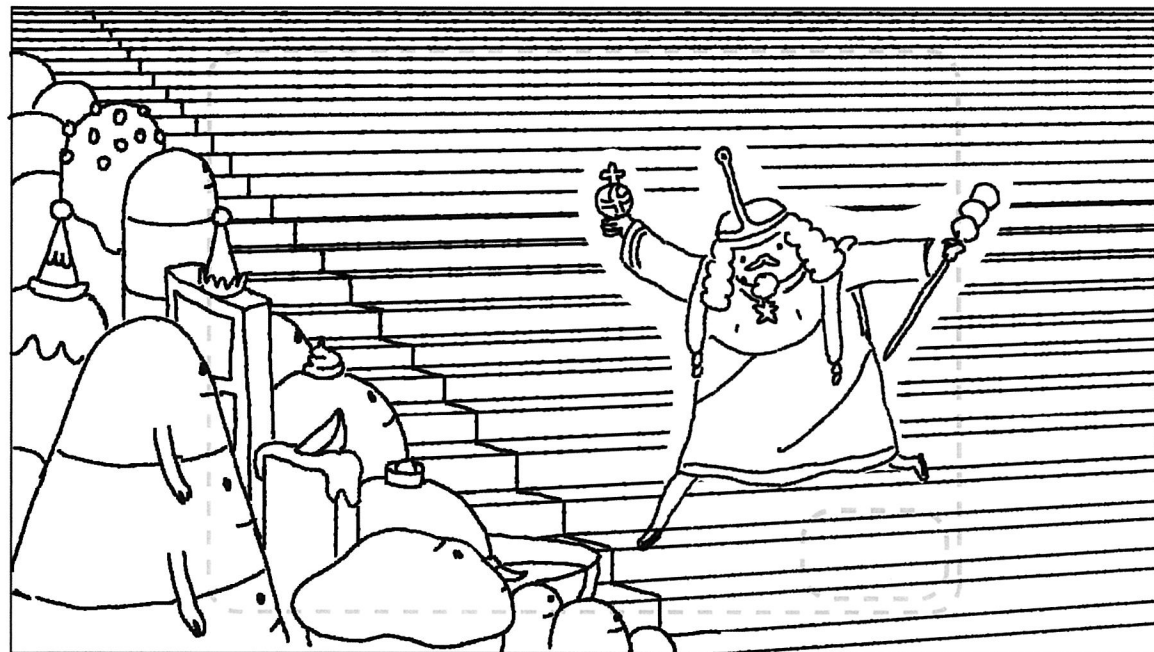
Page 115

Sc. 82

Pnl. G

Bg.

day night

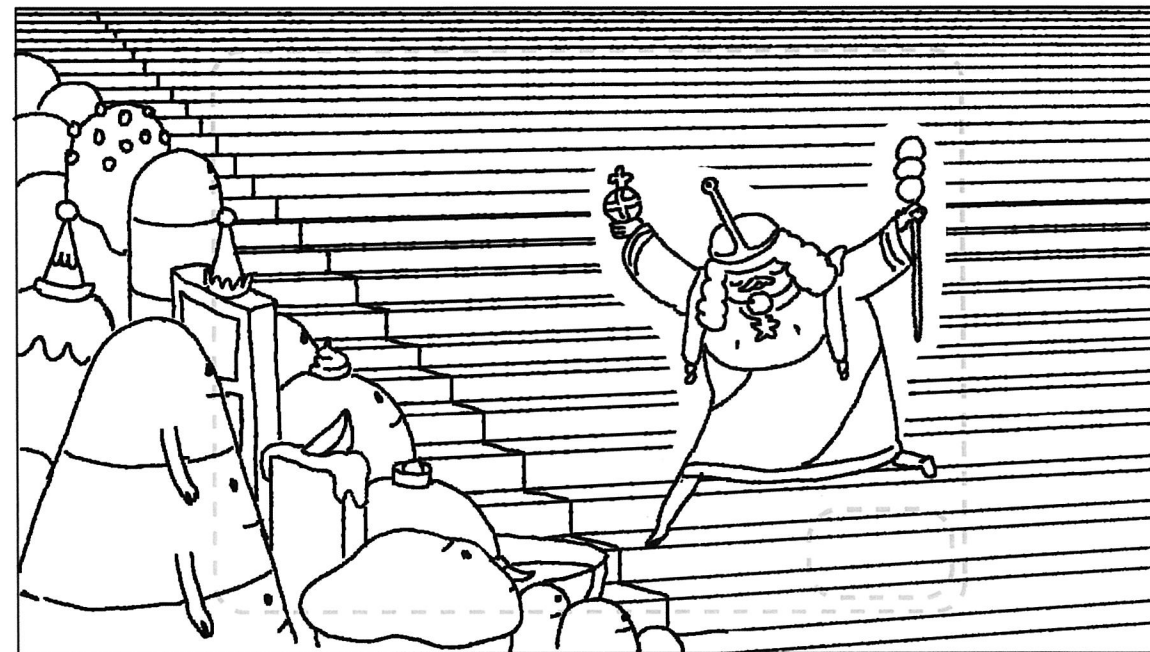


Sc. 82

Pnl. H

Bg.

day night



Dialog:

♪ I'm a Princess! ♪

Action:

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME

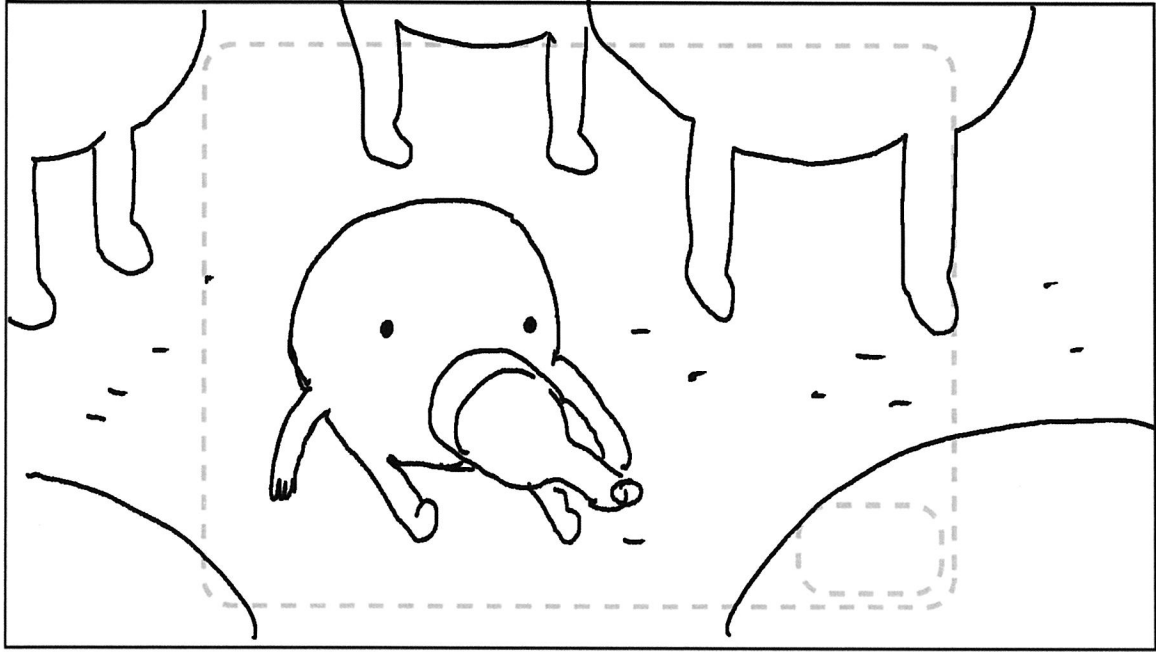


Sc. 83

Pnl. A

Bg.

day night

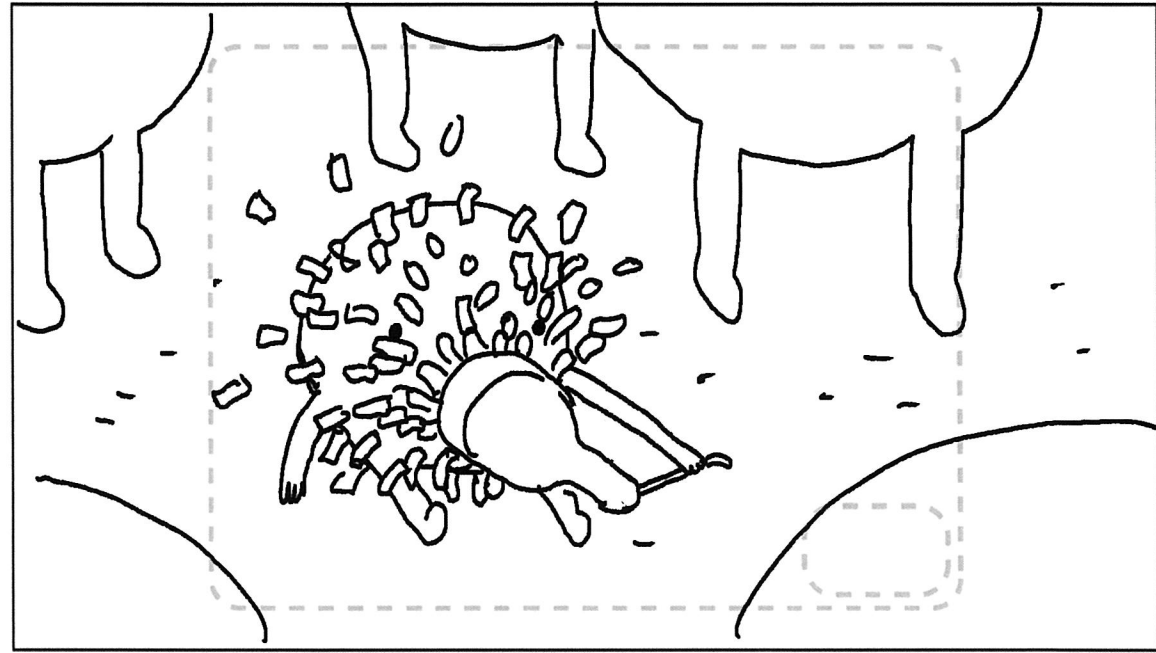


Sc. 83

Pnl. B

Bg.

day night



Dialog:	... P A F ...
Action:	CHAMPAGNE POPPER
Timing:	

1025-203
EPISODE #
Production :

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ADVENTURE TIME



Page 117

Sc.	Pnl.	Bg.	day	night
<div>out X</div>				

Sc.	Pnl.	Bg.	day	night
<div>WIPE ~</div>				

Dialog:
Action:
Timing:

EPISODE # 1025-203
Production :

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ADVENTURE TIME



Page 118

Sc.

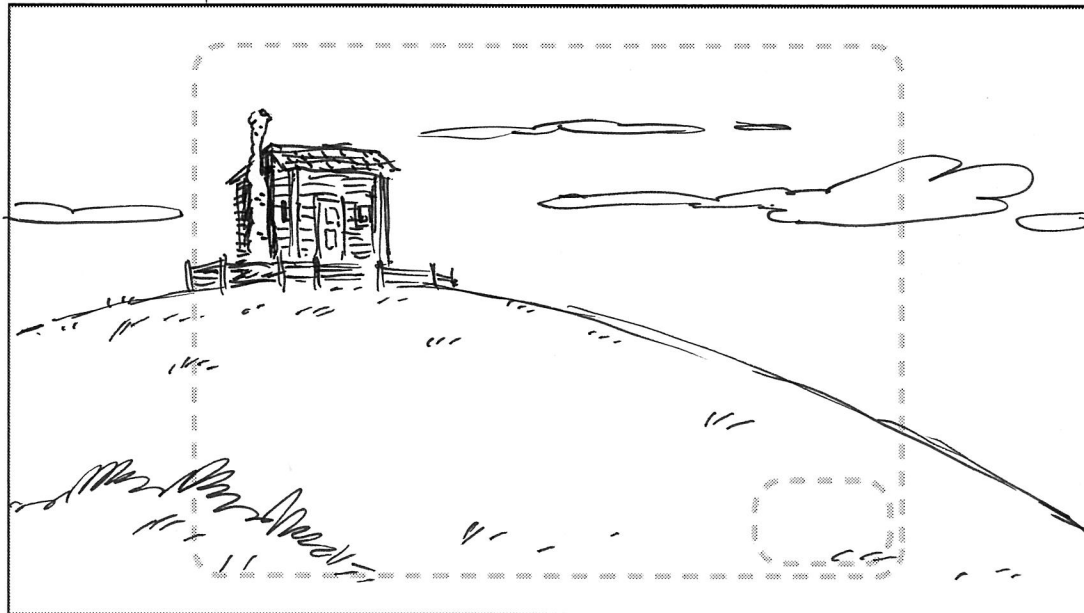
84

Pnl.

A

Bg.

day night



Sc.

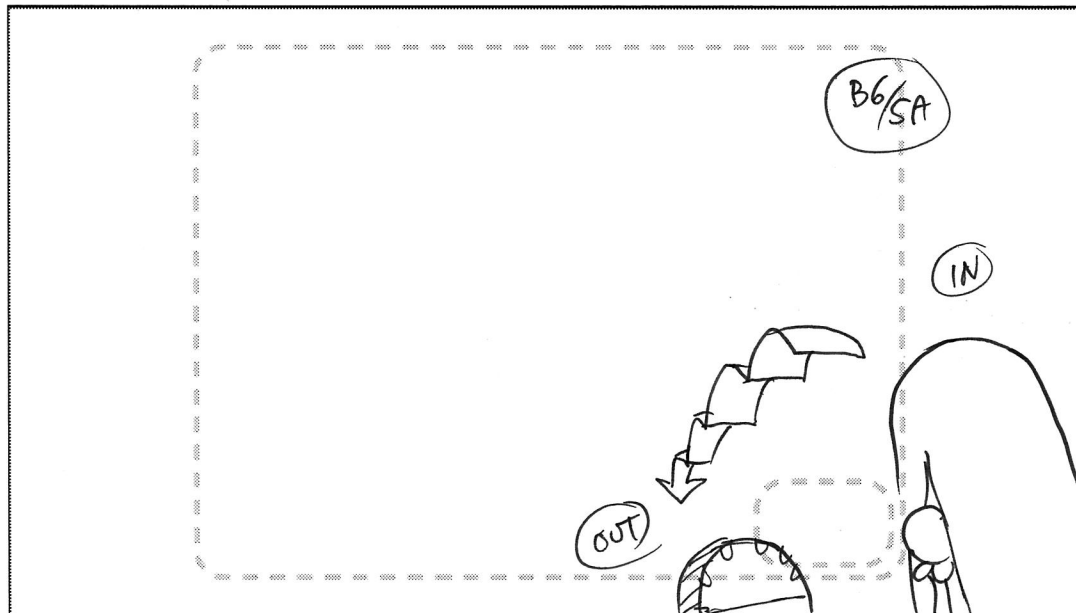
84

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1025-203

ADVENTURE TIME



Page 119

Sc.

84

Pnl.

C

Bg.

day night

Sc.

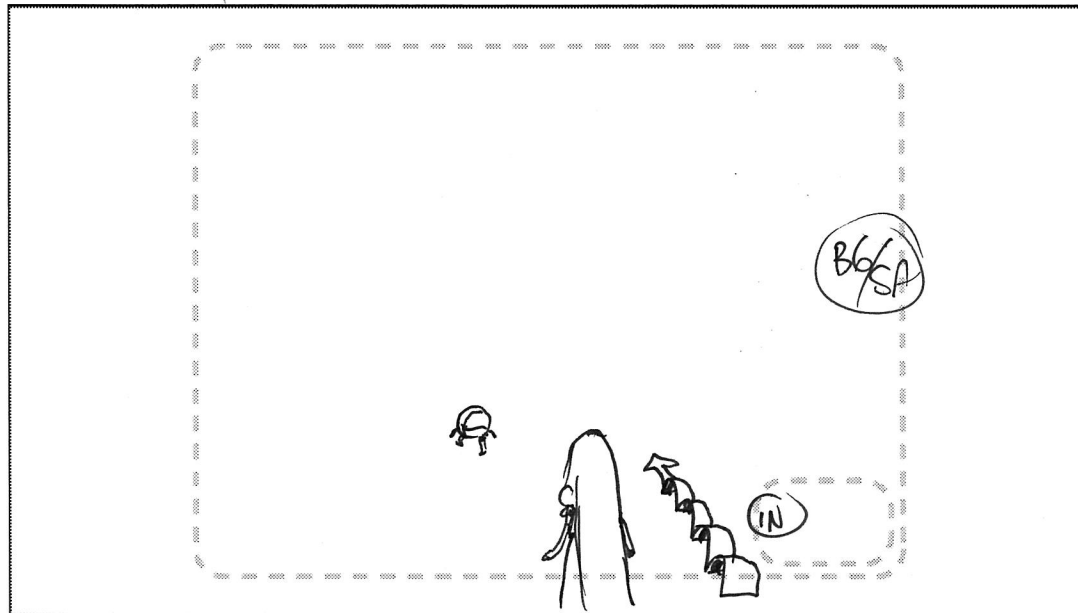
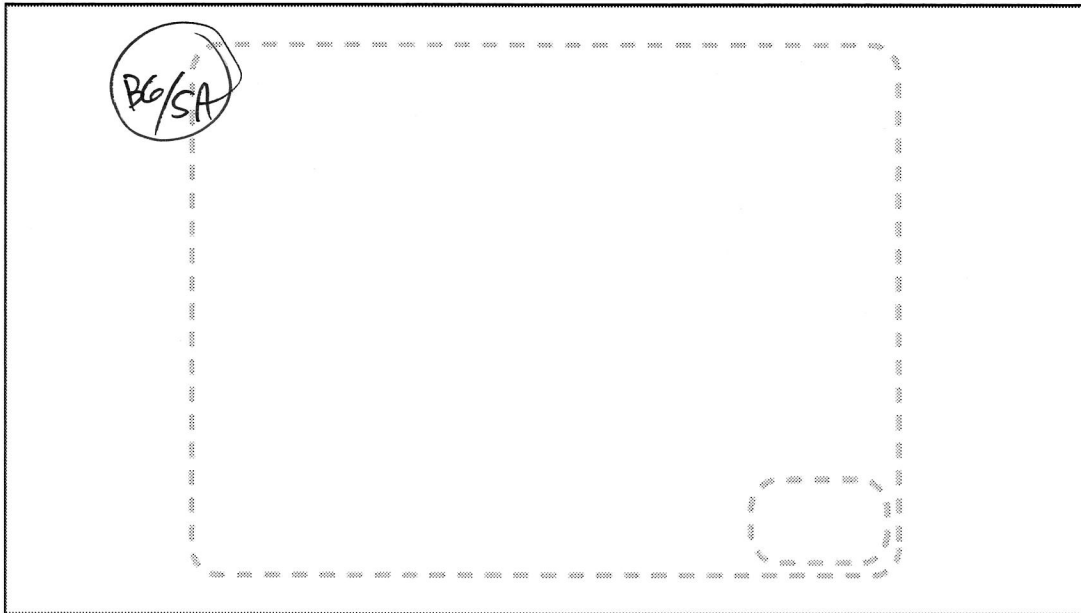
84

Pnl.

D

Bg.

day night



Dialog:

- BEAT -

Action:

Timing:

EPISODE #

1025-203

2

Production :

ADVENTURE TIME



Page 126

Sc.

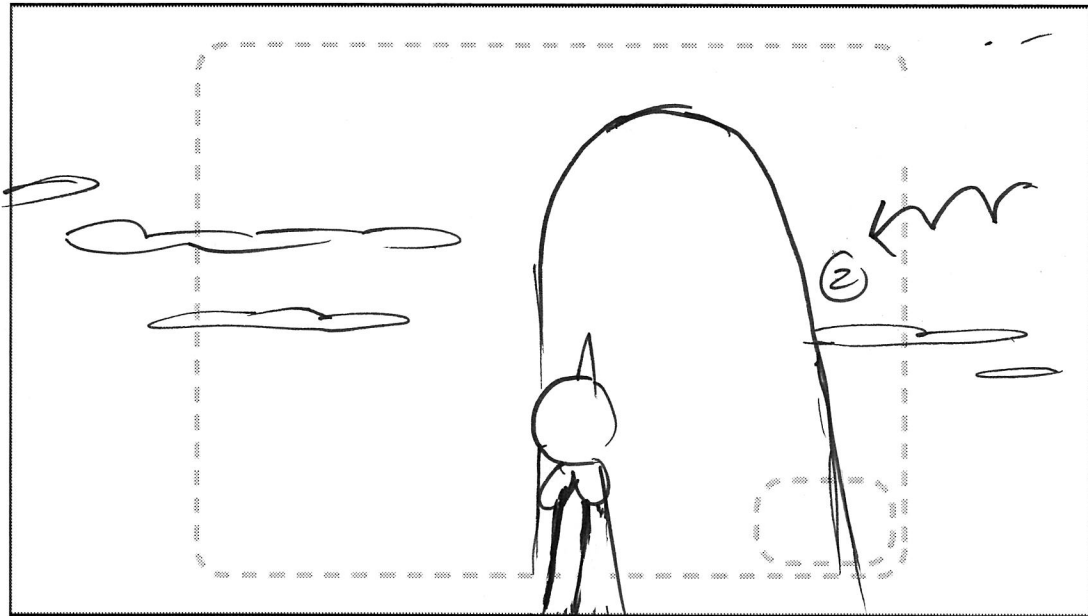
85

Pnl.

A

Bg.

day night



Sc.

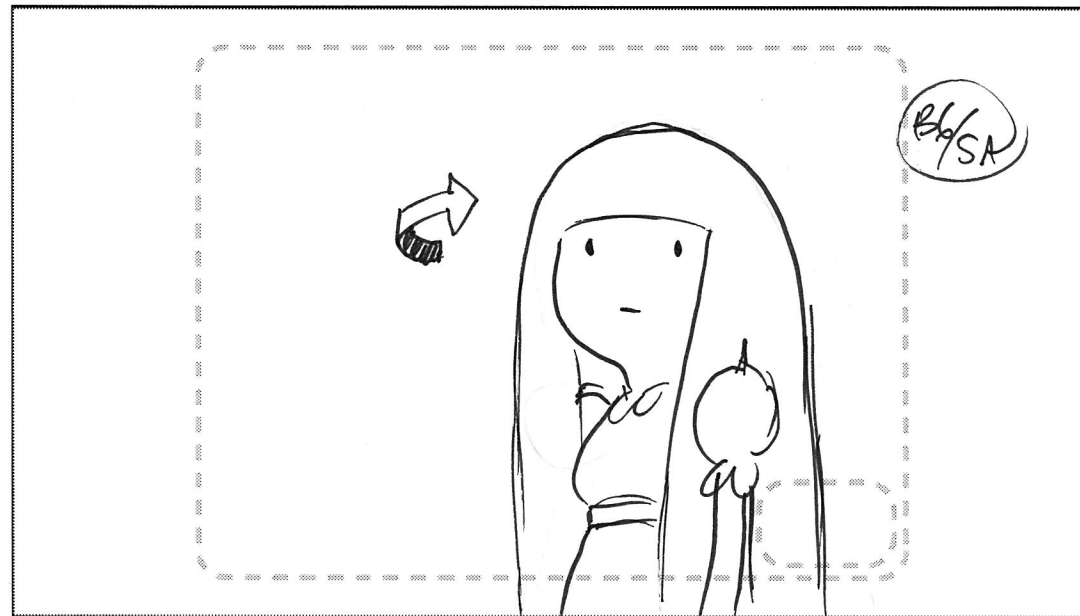
85

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:



- PB looks back at Candy Kingdom

Production :

EPISODE #

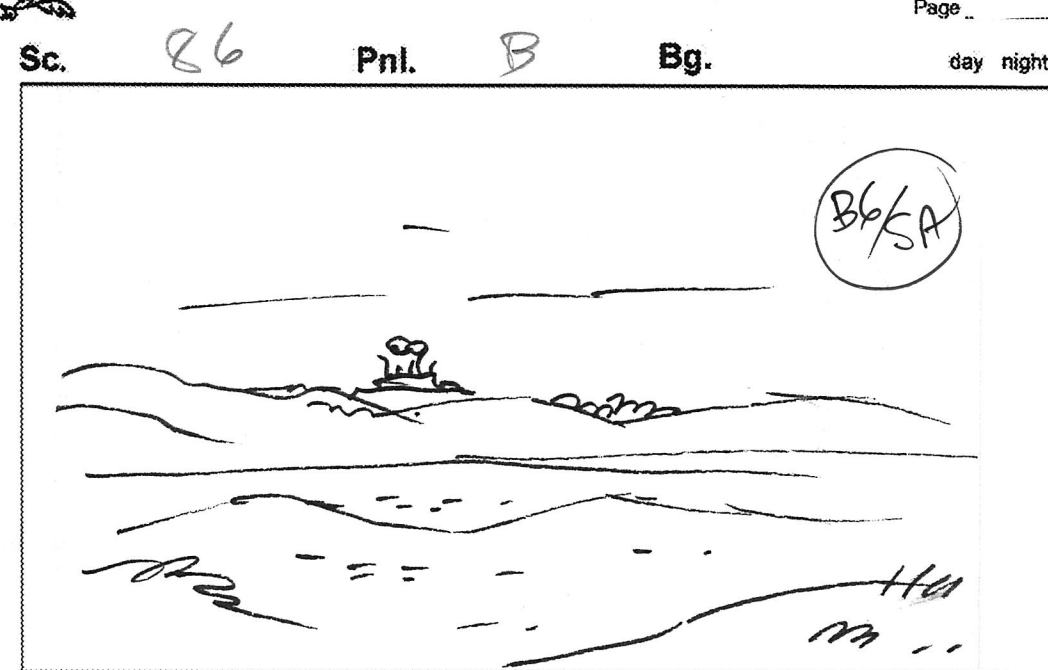
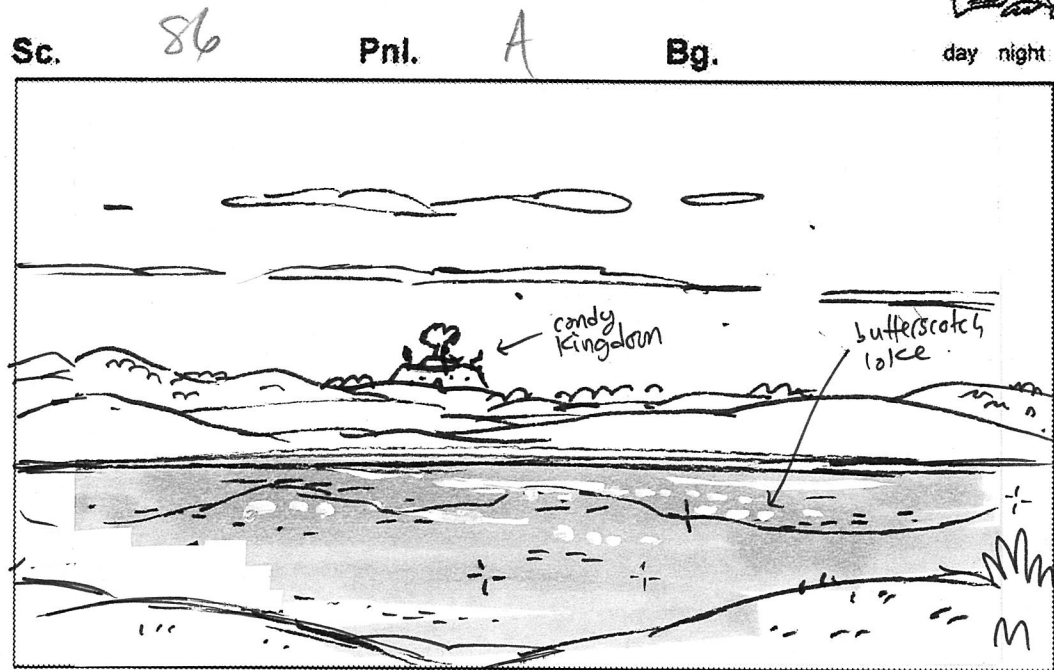
1025-203

ADVENTURE TIME



121

Page ..



Dialog:	<p>(PepB) * grunting struggling *</p> <p>(OS)</p> <p>(SFX) * DOOR STUCK *</p>
Action:	
Timing:	

1025-203

EPISODE #

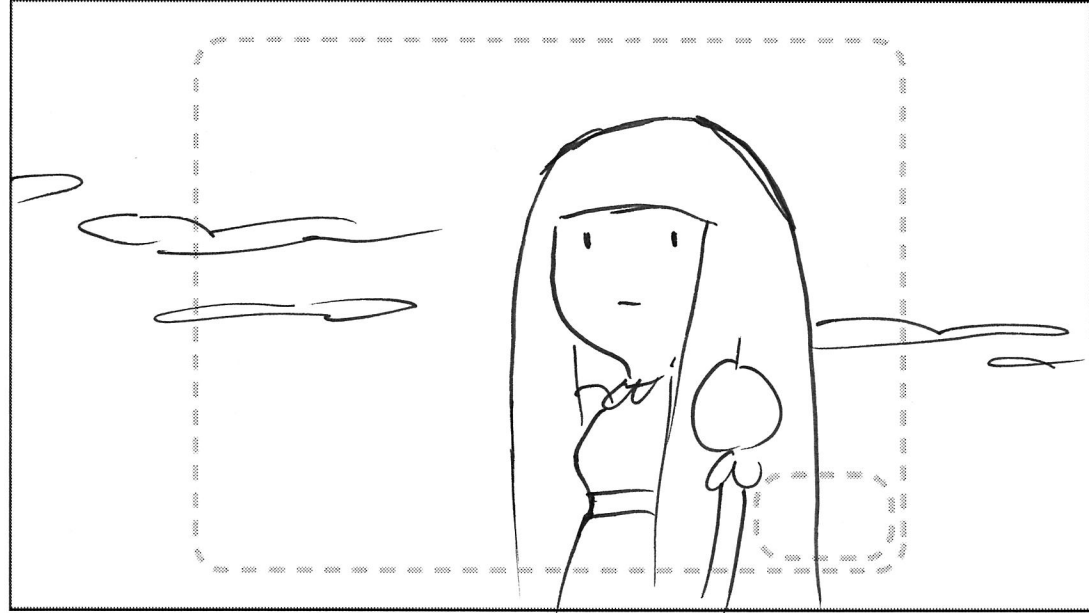
Production :

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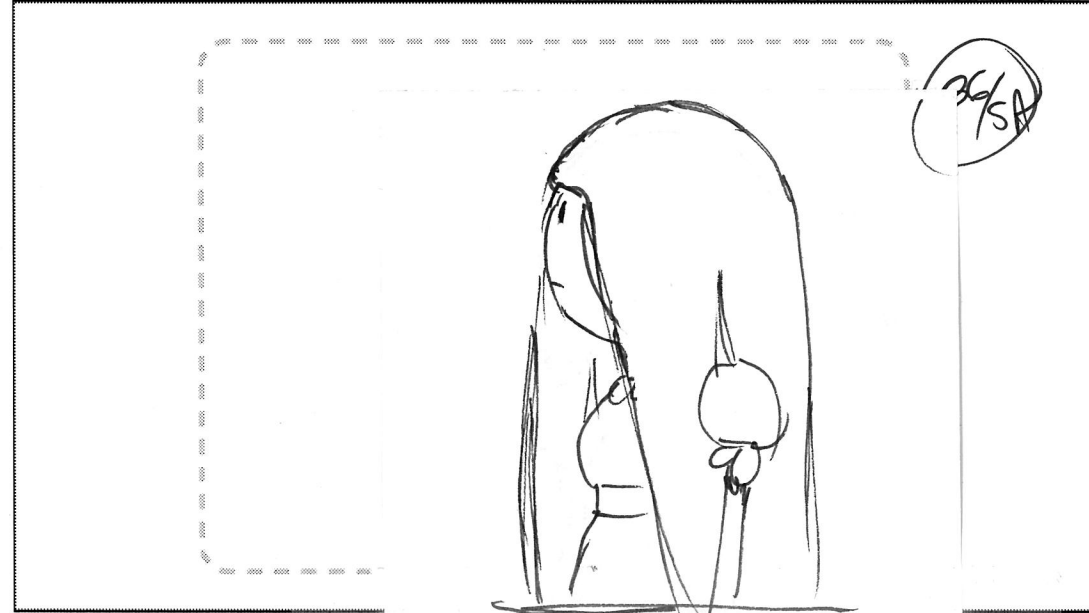
ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 87 Pnl. B Bg. day night



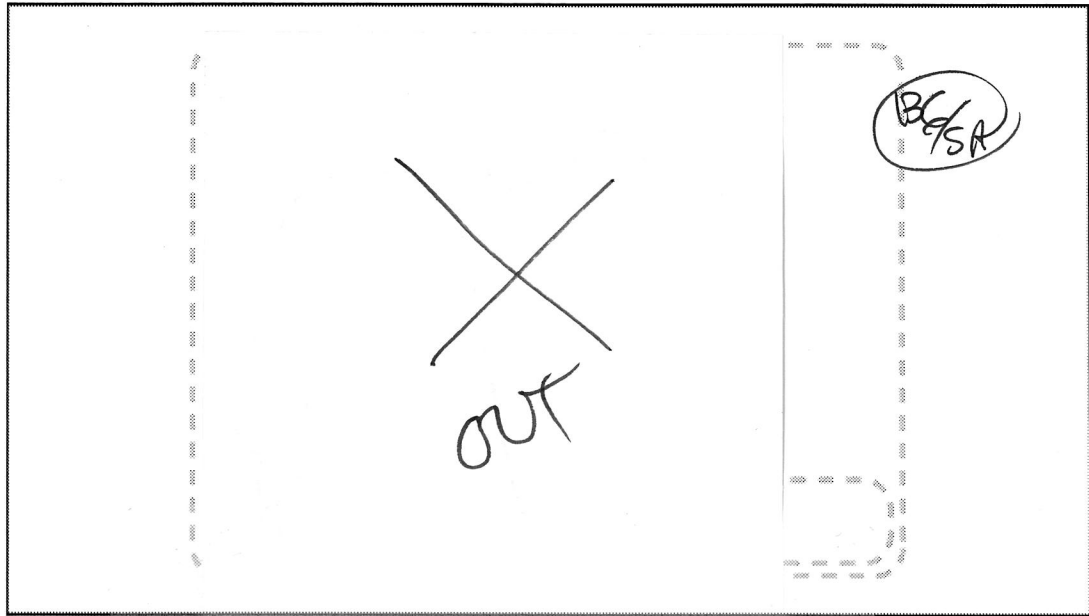
Dialog:	Sfx: * door stuck * PEP B: (OS) * struggling *	- BEAT -
Action:	- PB looks to cabin, listens to noises	
Timing:		

EPISODE # 1025-203
Production :

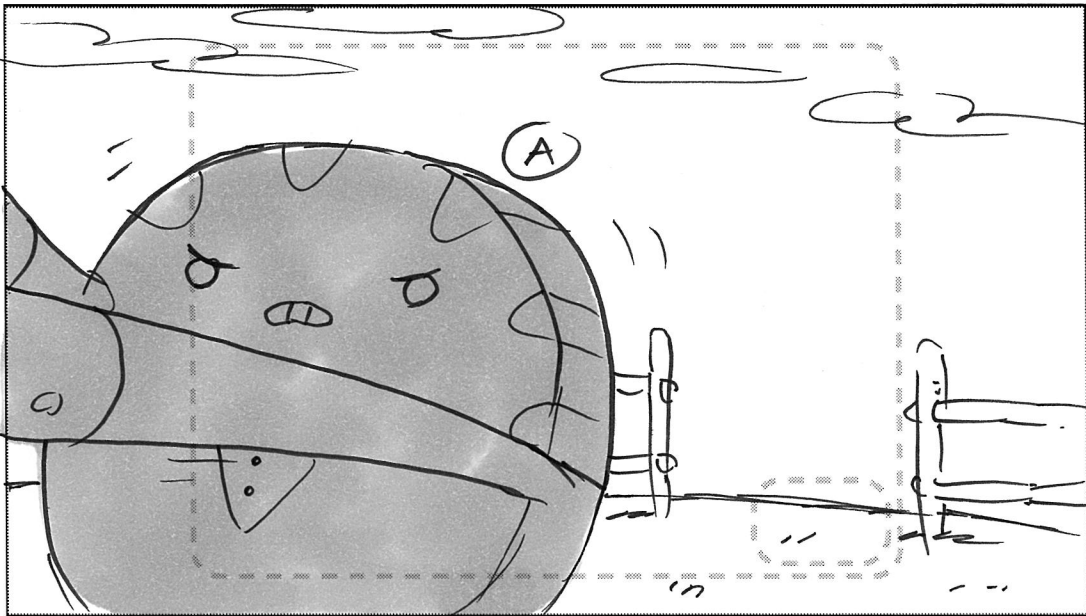
ADVENTURE TIME



Sc. 87 Pnl. C Bg. day night



Sc. 88 Pnl. A Bg. day night



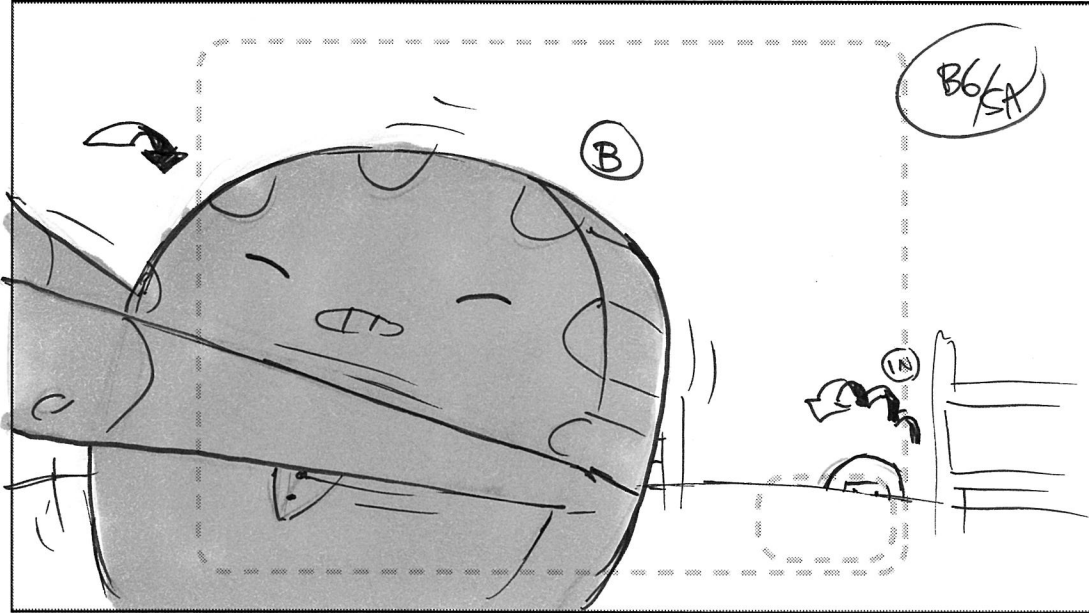
Dialog:
Action: (A) (B) (A) (B) -Pep. Butler struggles to open stuck door
Timing:

EPISODE # 1025-203
Production :

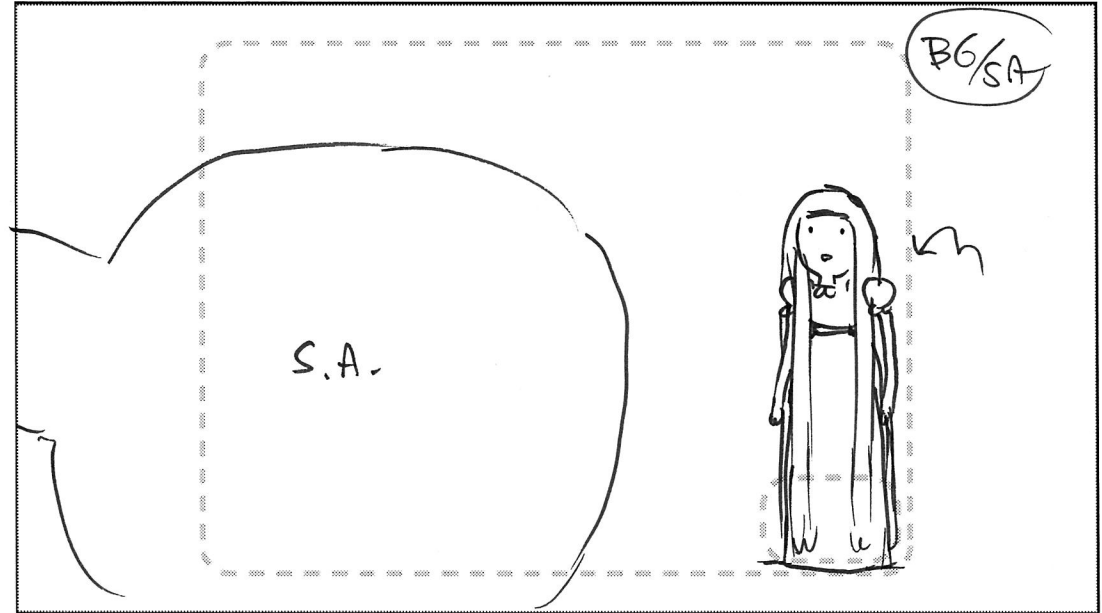
ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night



Sc. 88 Pnl. C Bg. day night



Dialog:	<p>Princess: what's up, Peps?</p>
Action:	
Timing:	

EPISODE # 1025-203

Production :

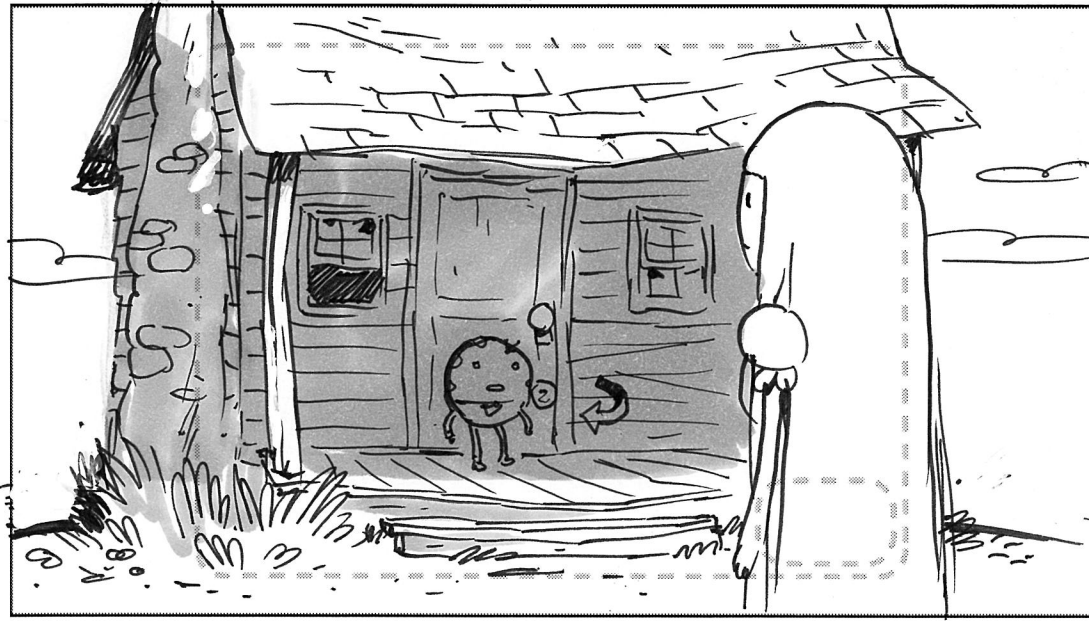
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ADVENTURE TIME

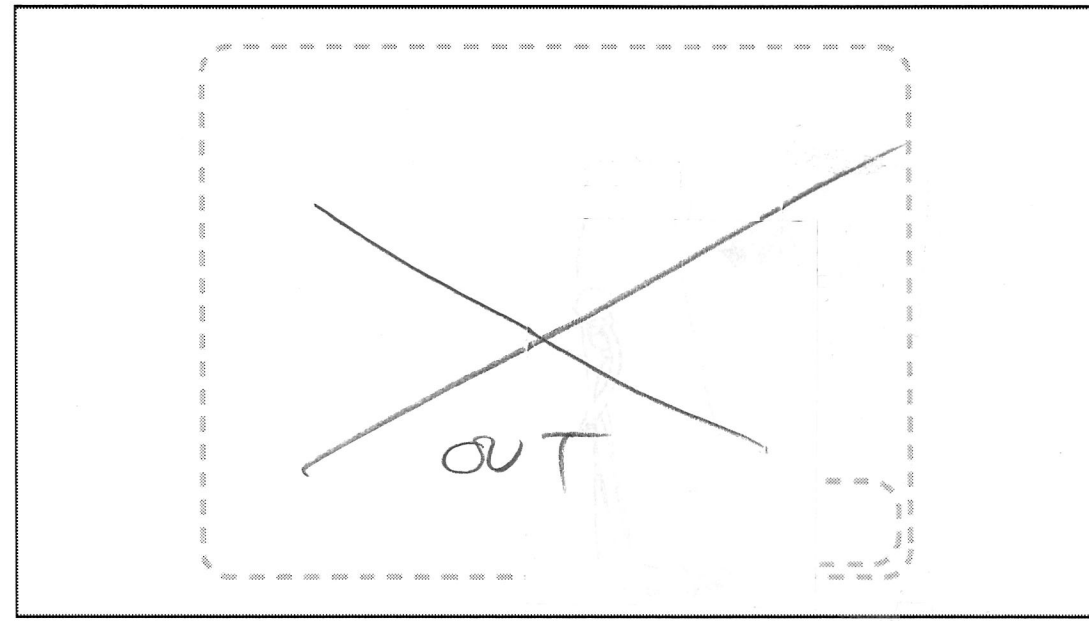


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Sc. 89 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
<p>PEP B. (2) it's stuck...</p> <p>(ALT:) it's crazy stuck m'orn .</p>	
Action:	
Timing:	



EPISODE # 1025-203

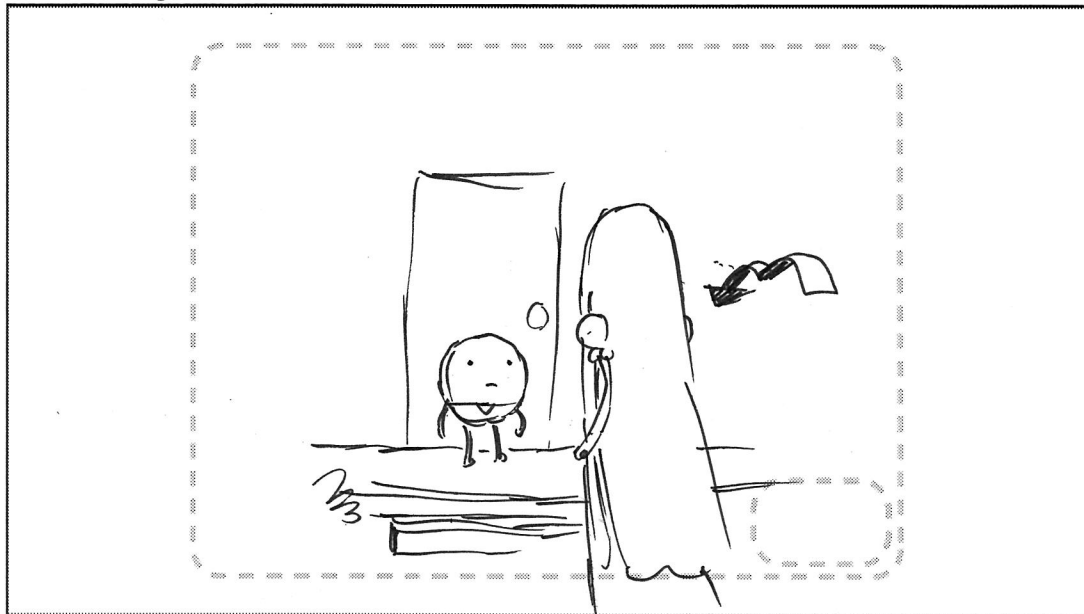
Production :

ADVENTURE TIME

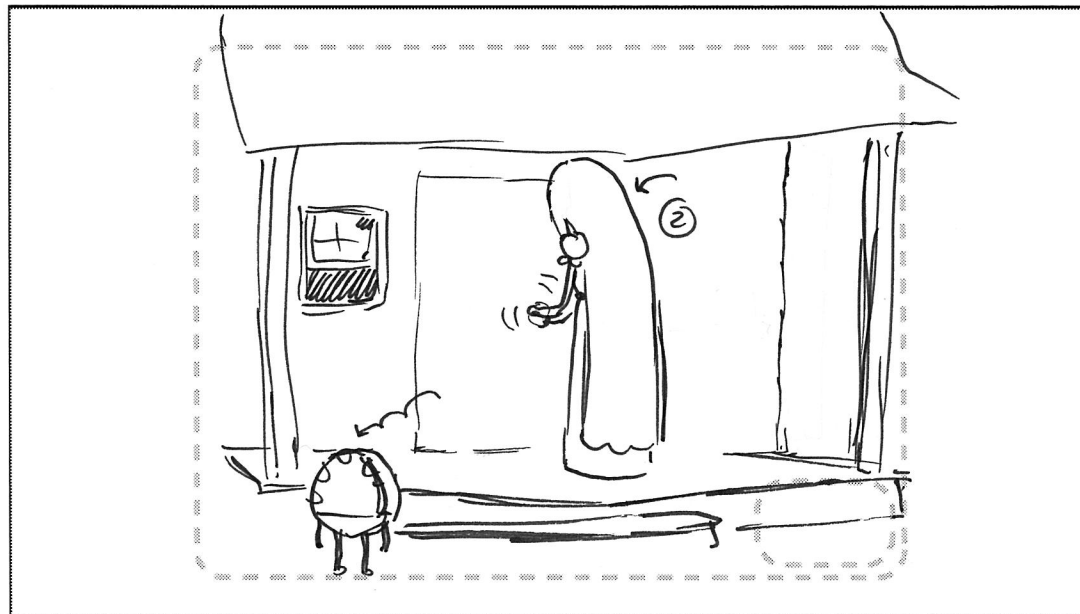


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Sc. 89 Pnl. B Bg. day night



Sc. 89 Pnl. C Bg. day night



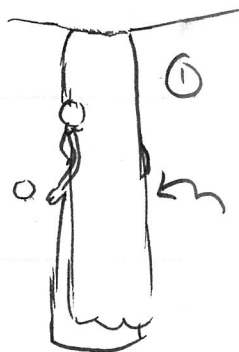
Dialog:

(PB:) h m m ...
princess

Action:

Timing:

Princess: * m m f *
(mild frustration noises)



-PB tries to open door,
jiggles handle

EPISODE # 1025-203

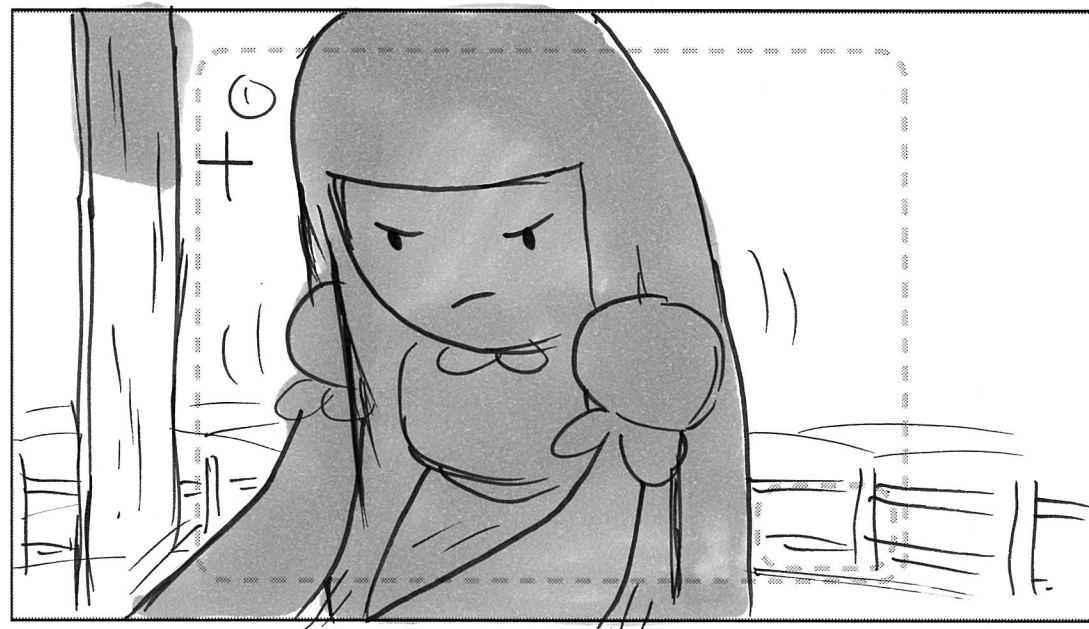
9

Production :

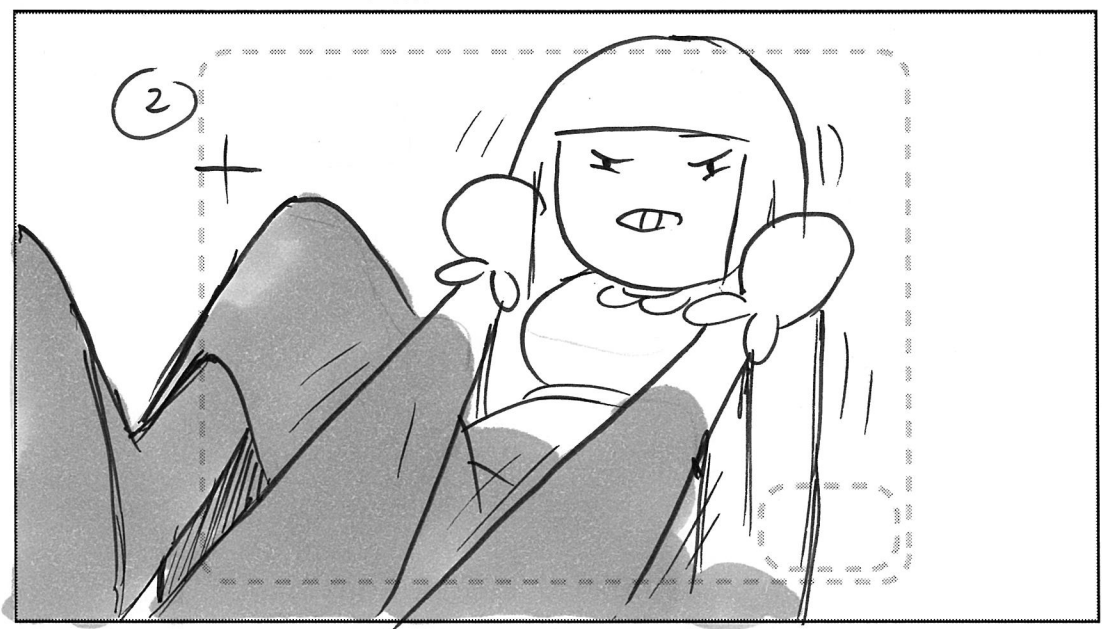
ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night



Dialog:	(Princess:) mm rrrrrr GRRRR!! (escalating frustration/exertion)
Action:	- PB pulls on door handle
Timing:	



EPISODE # 1025-203
Production :

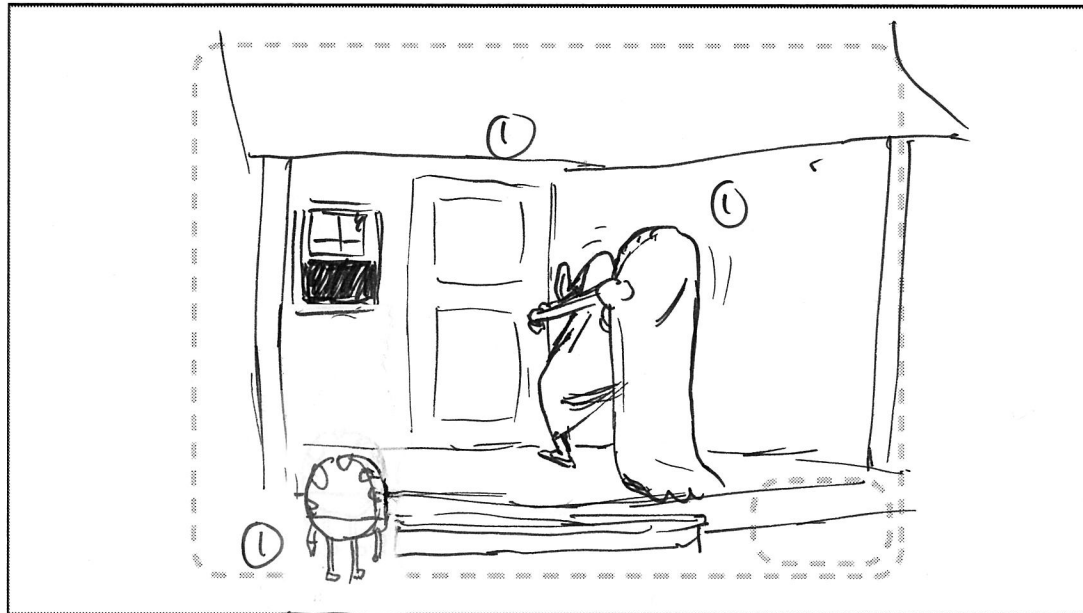
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ADVENTURE TIME

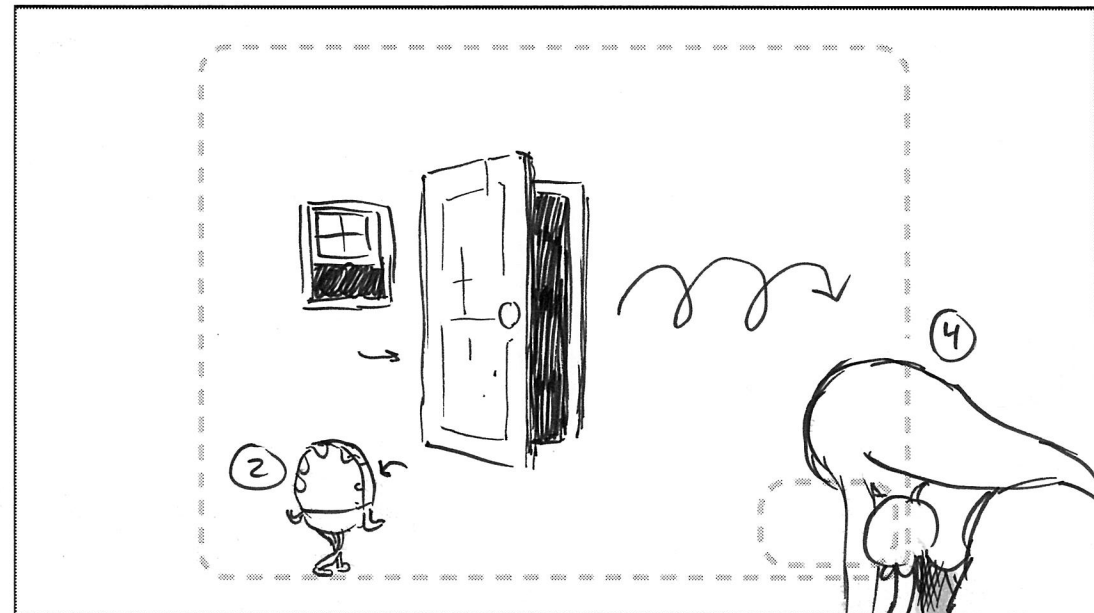


Page 128

Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night

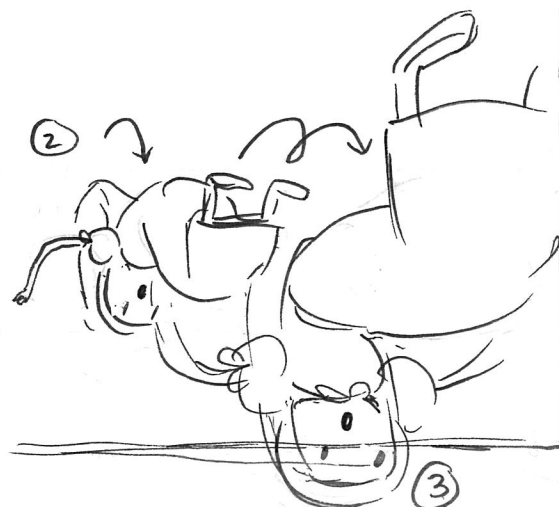


Dialog:

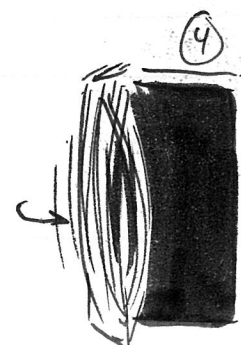
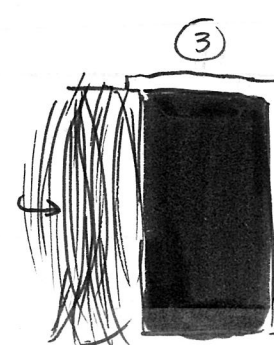
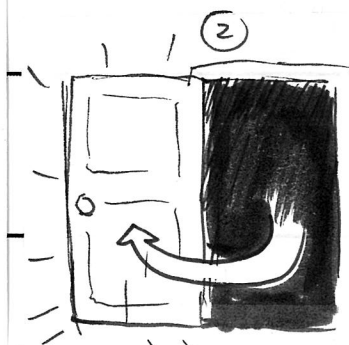
- door pops open, PB
somersaults back

Action:

Timing



SFX: *SLAM* wobble settle
PRINCESS: Whoop! oof.



Production :

EPISODE #

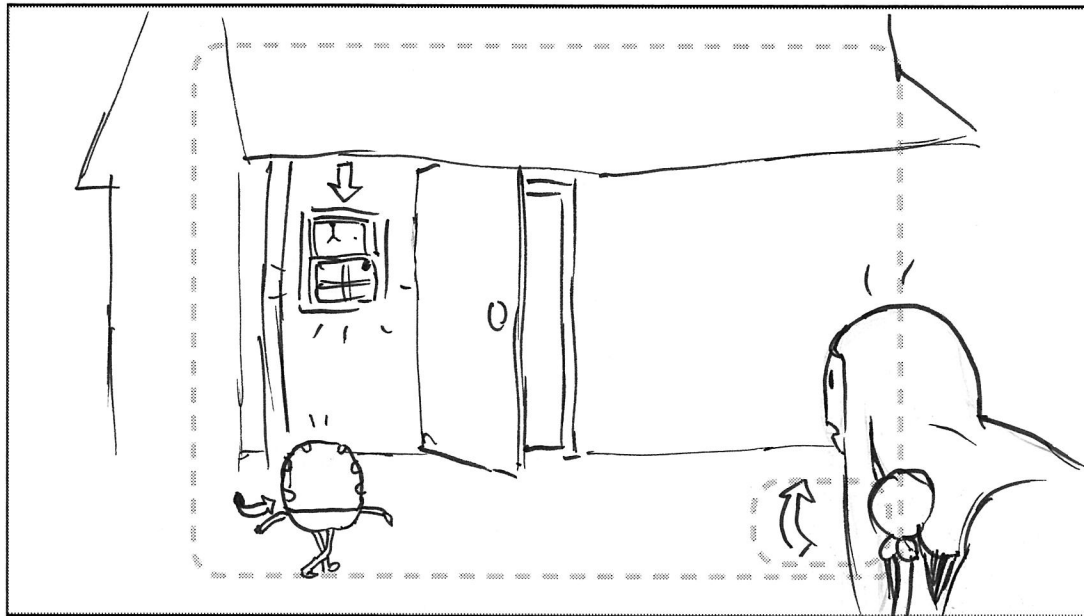
1025-203

ADVENTURE TIME

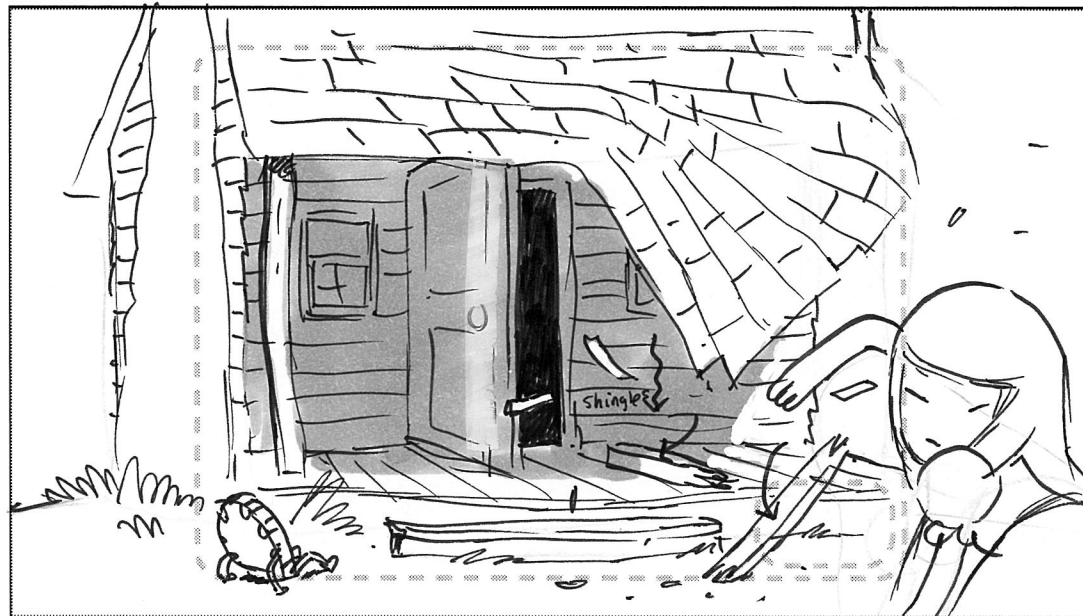


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Sc. 91 Pnl. C Bg. day night



Sc. 91 Pnl. D Bg. day night



Dialog:	(SFX:) * SLAM *	(SFX:) * CRASH!! *
Action:	- window is loosened by door opening, slams shut	- roof beam breaks, roof crashes down
Timing:		

1025-203

EPISODE #

Production :

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ADVENTURE TIME



Page 130

Sc.

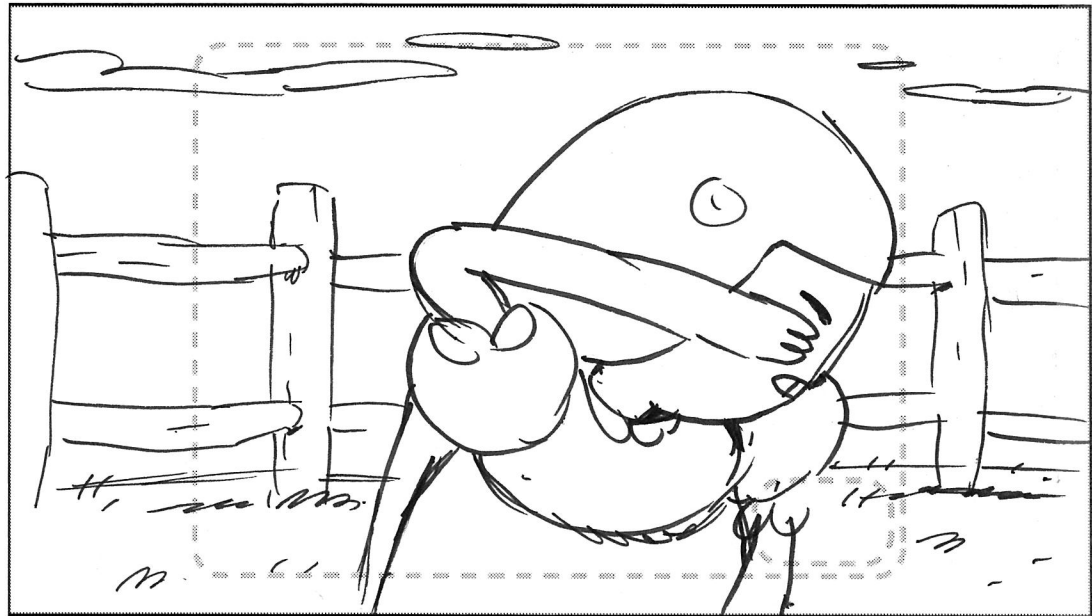
92

Pnl.

A

Bg.

day night



Sc.

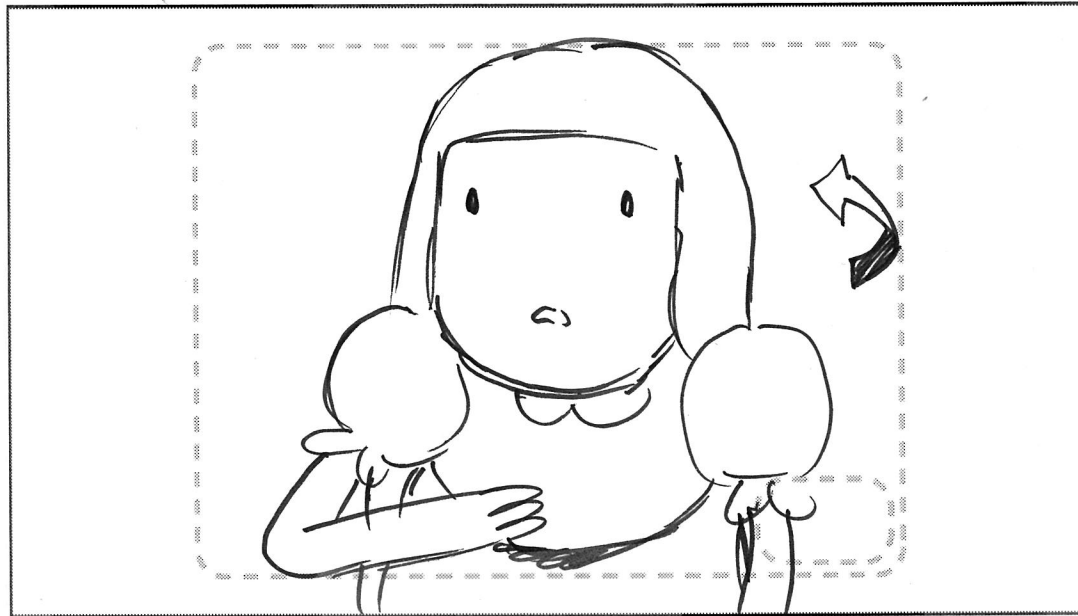
92

Pnl.

B

Bg.

day night



Dialog:

SFX: BOOM BASH CRASH
CRUNCH... BANG

Action:

Timing:



Production :

EPISODE #

1025-203

14

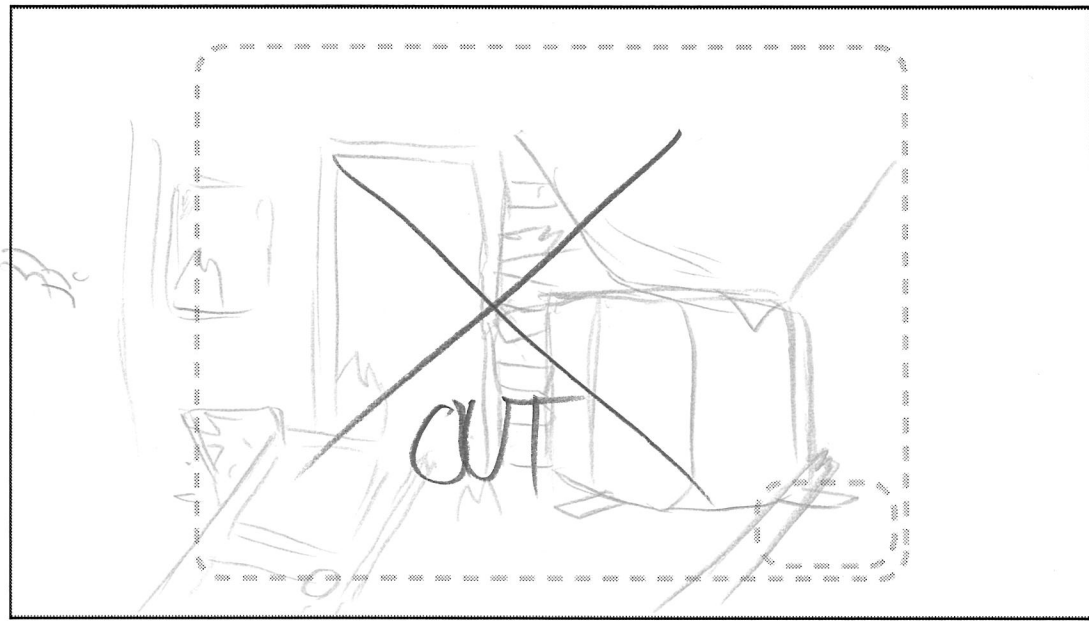
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ADVENTURE TIME

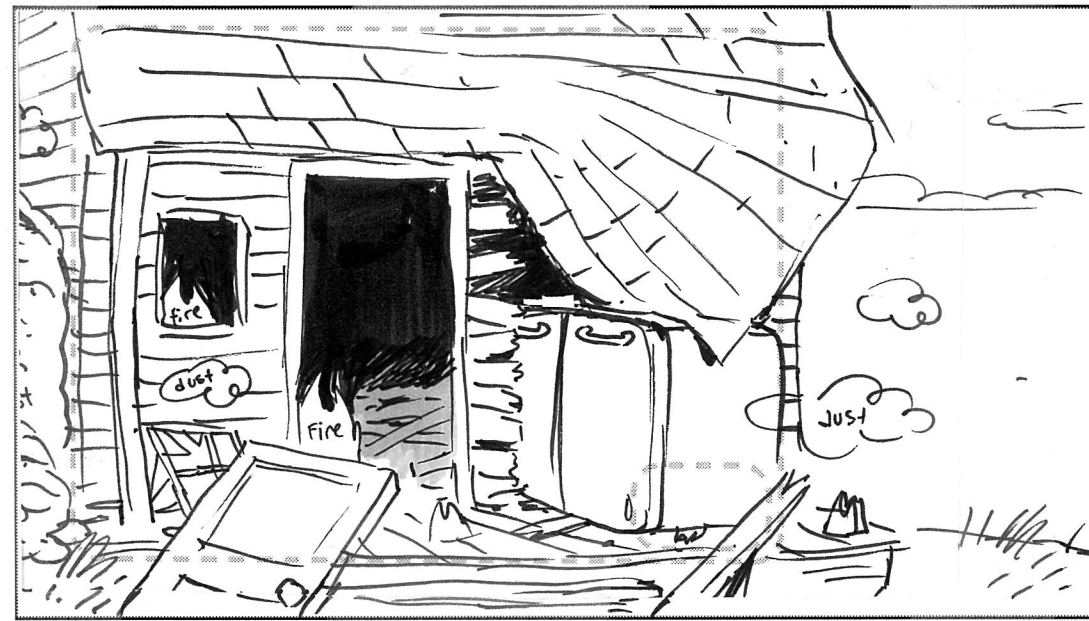


Page 131

Sc. Pnl. Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:	- BEAT -
Action:	- Small flames flicker gently - dust settles
Timing:	

1025-203

EPISODE #

Production :

13

ADVENTURE TIME



Sc.

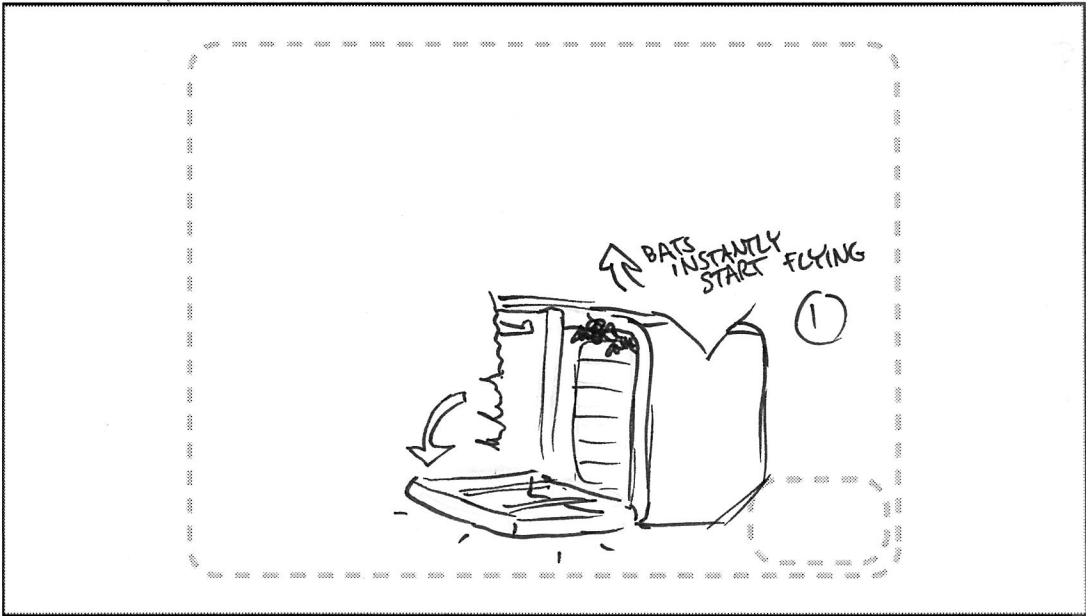
93

Pnl.

B

Bg.

day night



Sc.

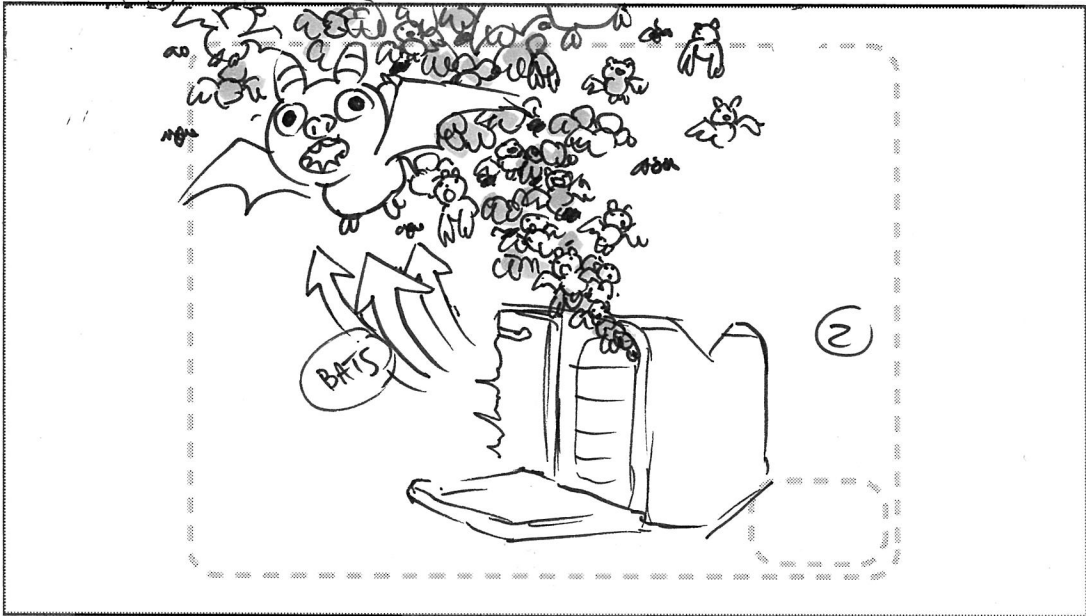
93

Pnl.

C

Bg.

day night



Dialog:

SFX: WHAM

Action:

- stream of bats begins as soon as freezer door opens.

Timing:

(BATS :
(SFX)

SCREECH walk

- stream of bats never lessens - is infinite.

EPISODE #

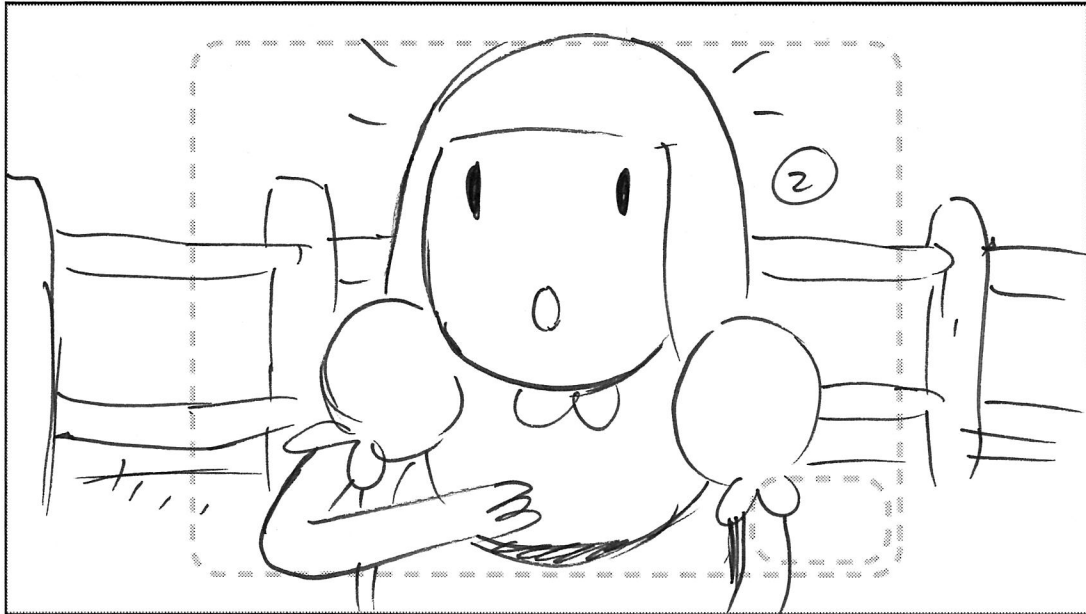
1025-203

Production :

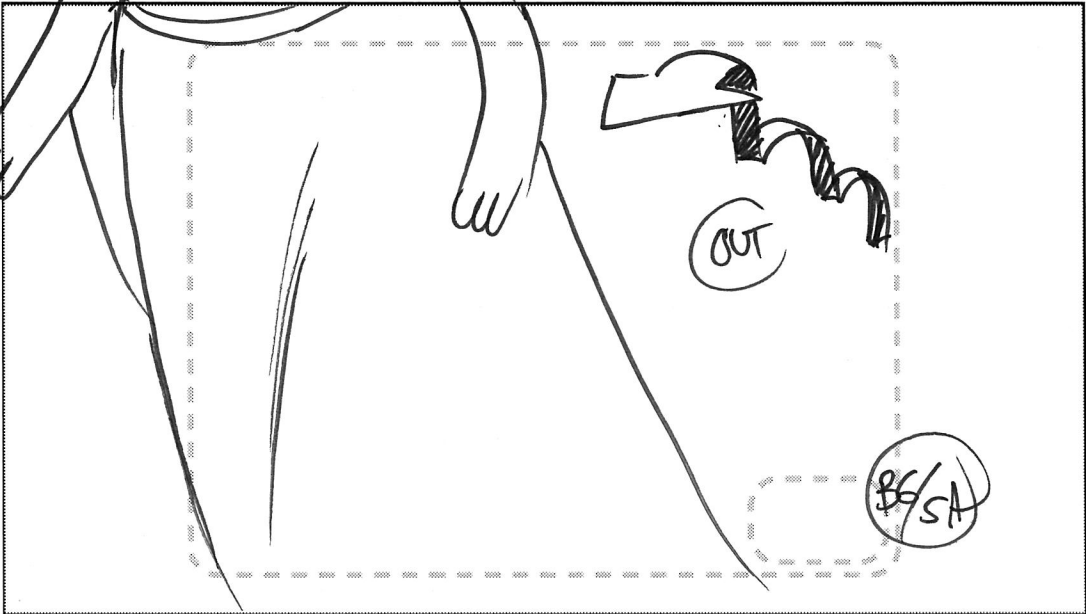
ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 94 Pnl. B Bg. day night



Dialog:	(PB:) OH!	(PB:) OHNONONO -
Action:	(1)	
Timing:		

EPISODE # 1025-203
Production :

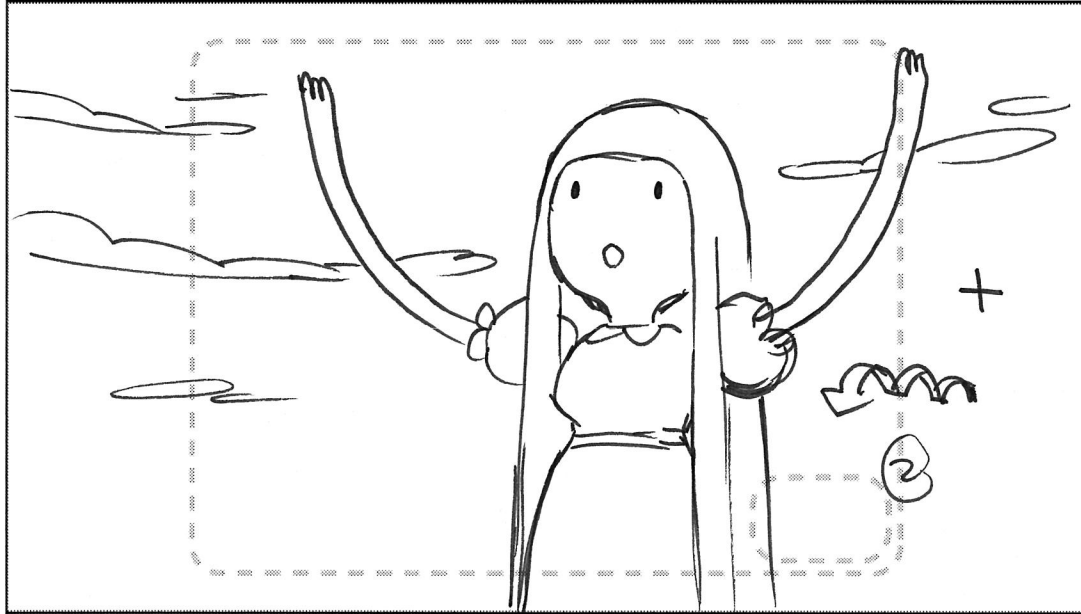
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ADVENTURE TIME



Page 134

Sc. 95 Pnl. A Bg. day night



Sc. 95 Pnl. B Bg. day night



Dialog: (PB) It's okay everyone - it's okay!

(PB) Close your eyes and repeat your Safety mantra: →

Action:



Timing:



EPISODE #

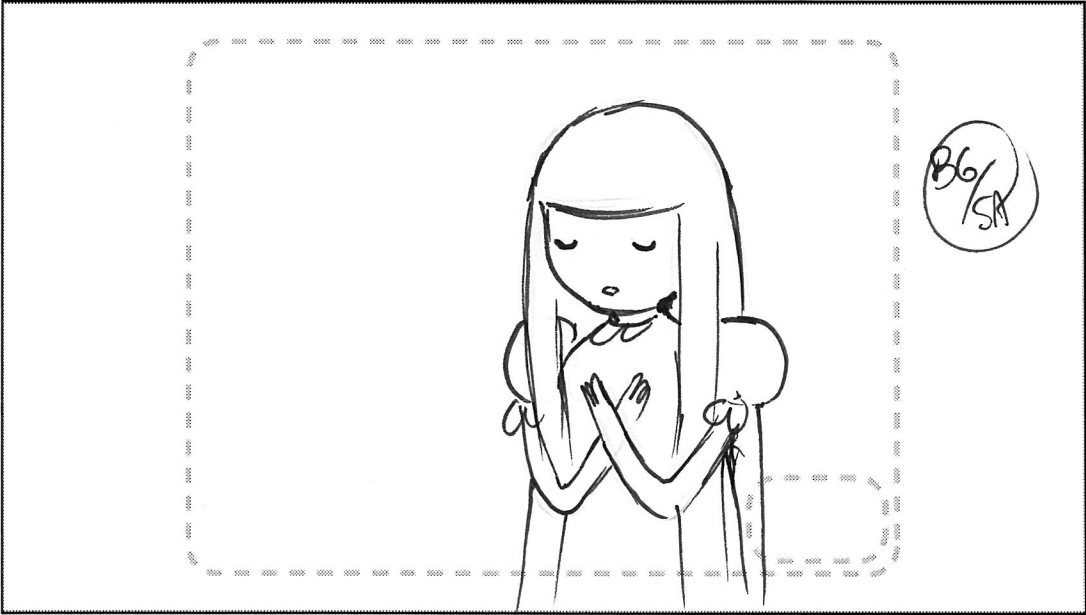
1025-203

Production :

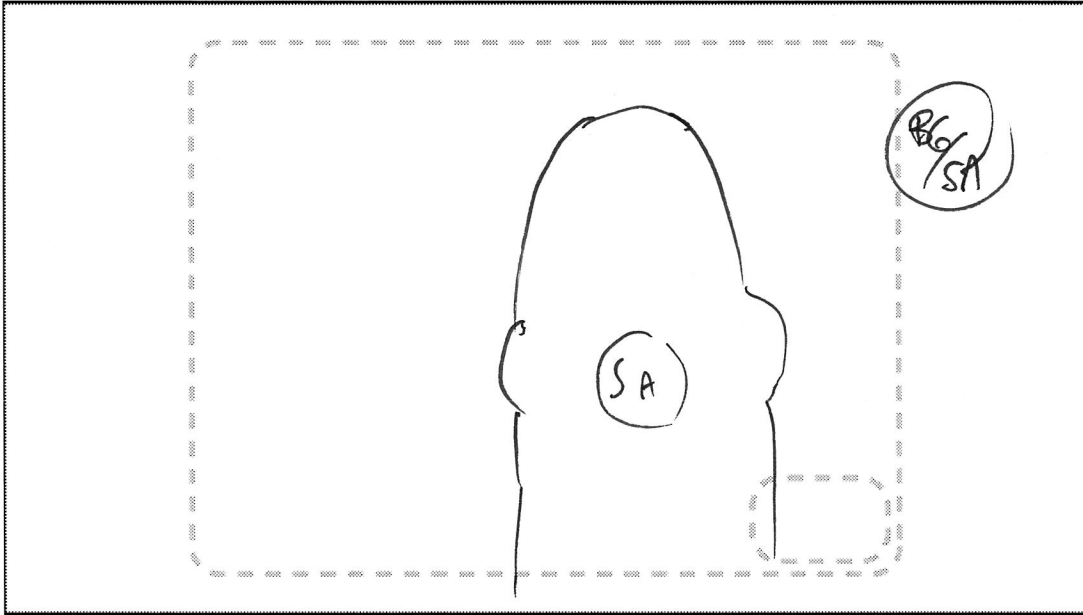
ADVENTURE TIME



Sc. 95 Pnl. C Bg. day night



Sc. 95 Pnl. D Bg. day night



Dialog: (PB:) Hoodie hoodie hoodup
Hoodie hoodie hoodup
H-- (interrupted)

PEP B:) Princess?
(GS)

Action:

Timing:

1025-203

EPISODE #

18

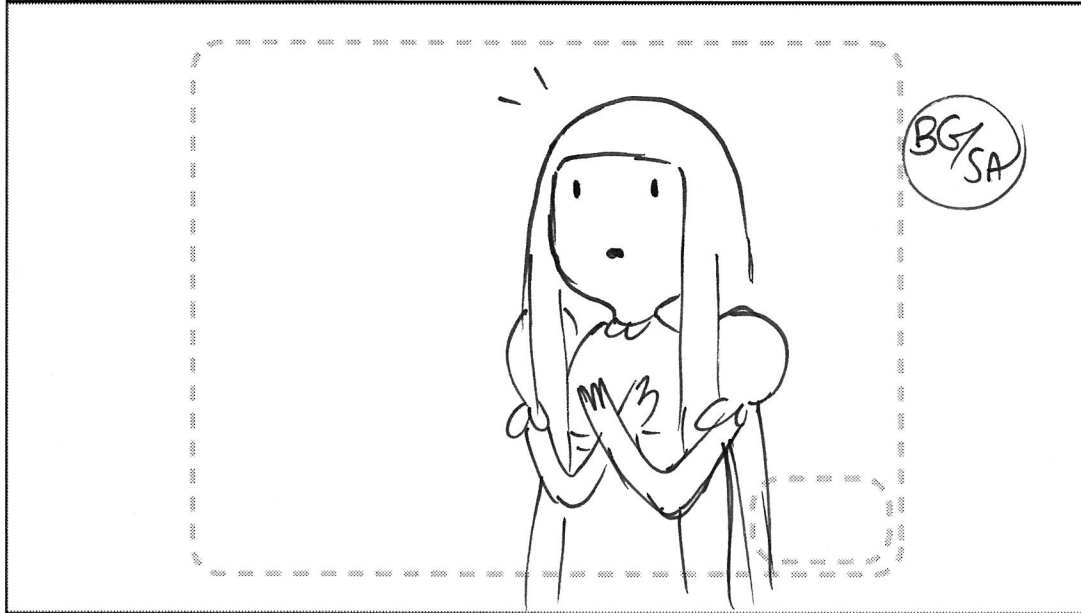
Production :

ADVENTURE TIME

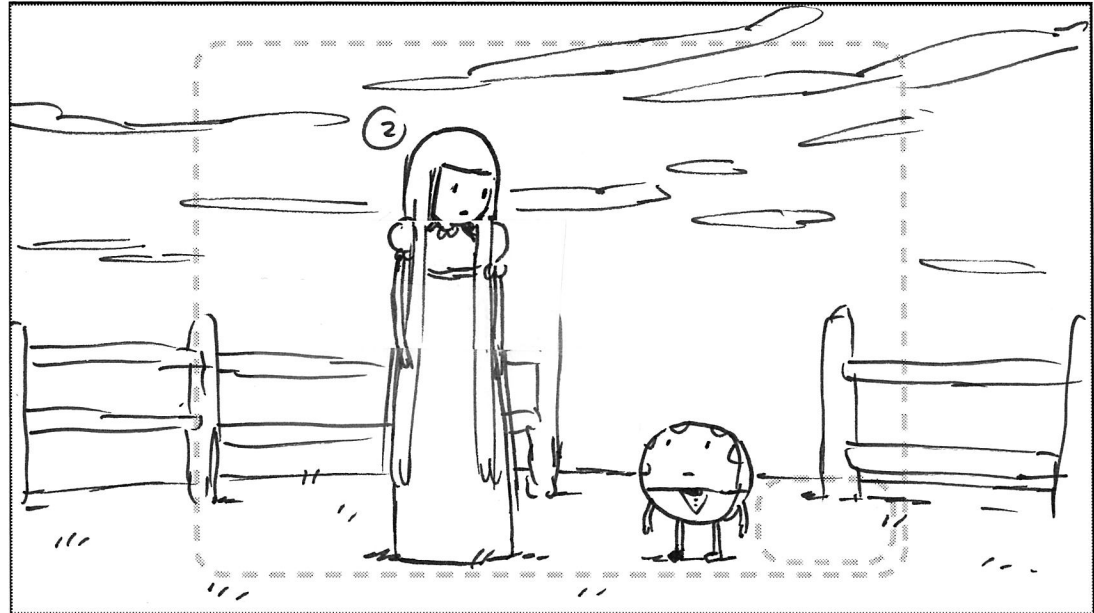


Page 134

Sc. 95 Pnl. E Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog: (PB:) Huh?

(PB:) ① Oh -
② sorry Peps.

Action:

Timing:



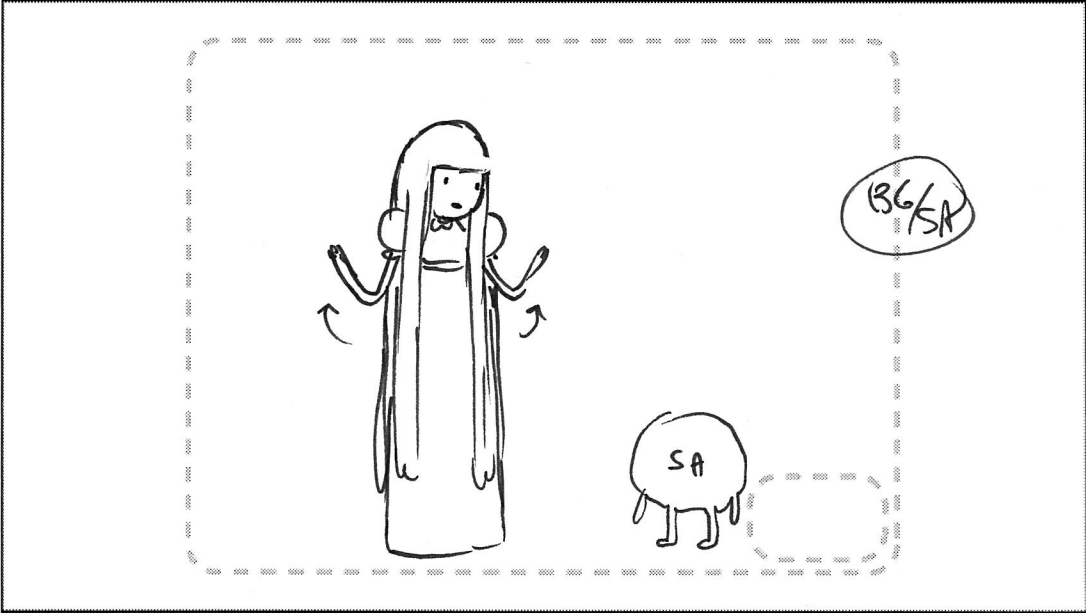
EPISODE # 1025-203

Production :

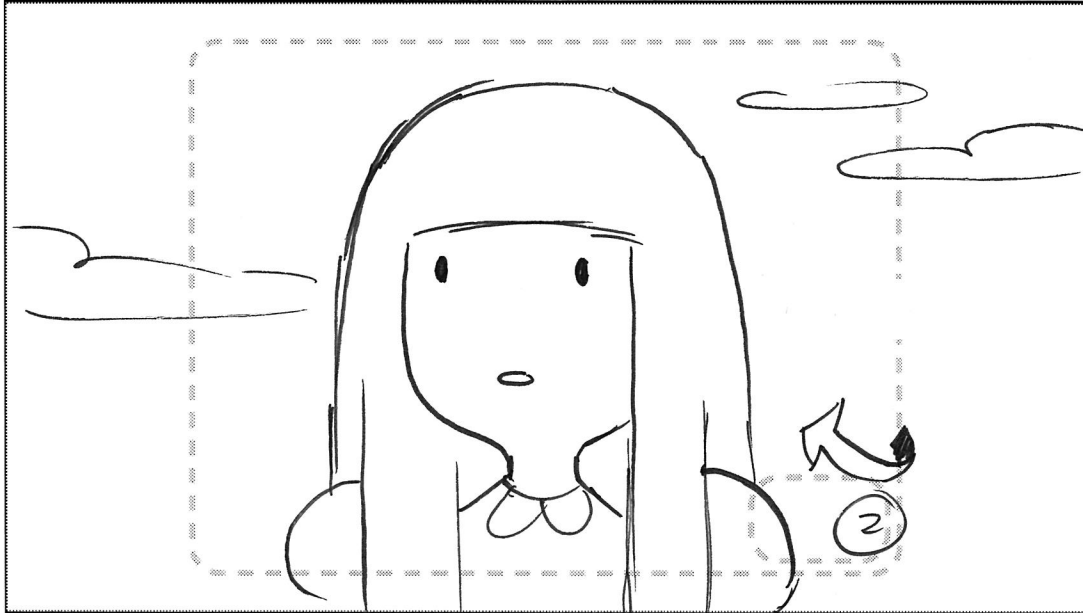
ADVENTURE TIME



Sc. 96 Pnl. B Bg. day night


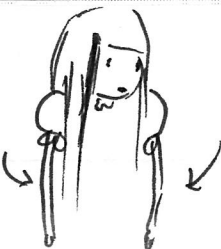


Sc. 97 Pnl. A Bg. day night



Dialog: (PB) I'm just so used to having my citizens around to protect. (PB) (2) This is gonna take some getting used to.

Action: Timing:



1025-203

EPISODE #

Production :

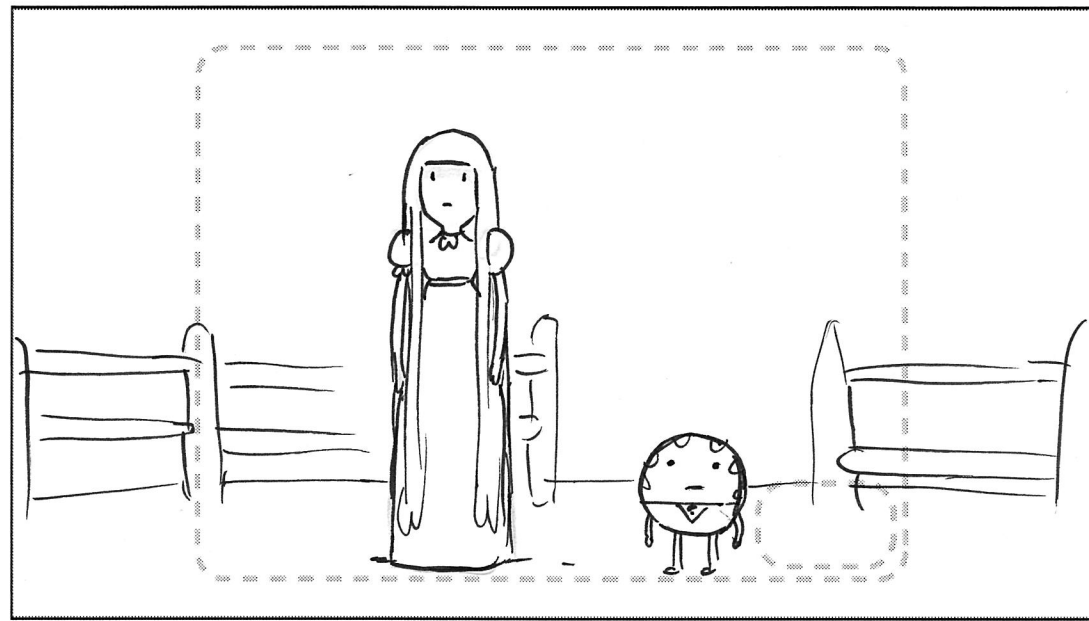
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ADVENTURE TIME

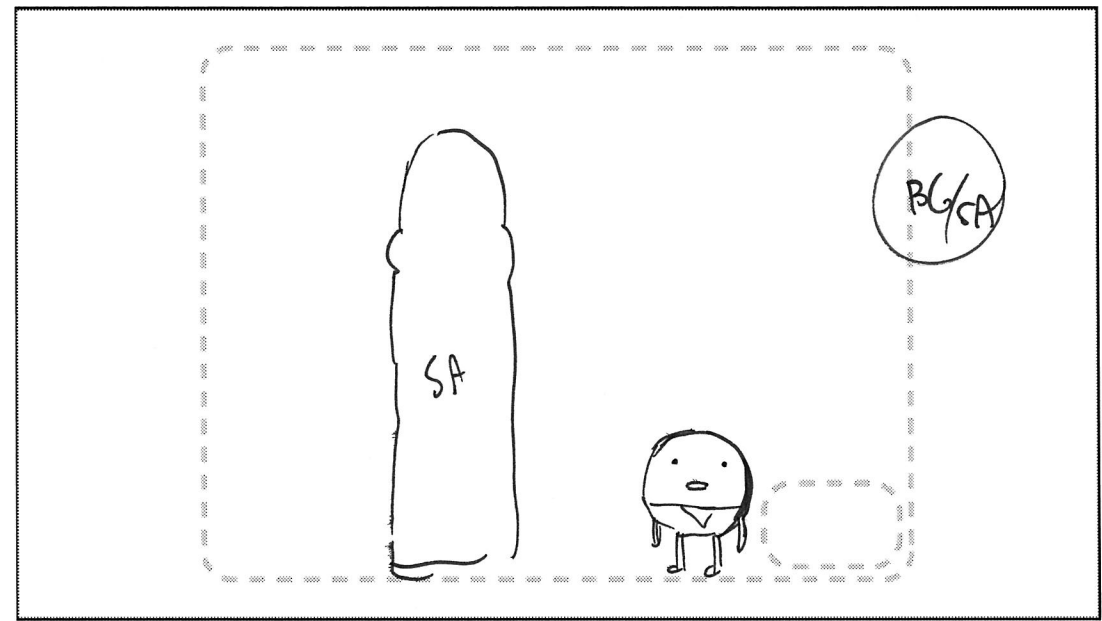


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Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog:	- BEAT -	(PEP:) Permission to speak freely ma'am?
Action:		
Timing:		

EPISODE # 1025-203

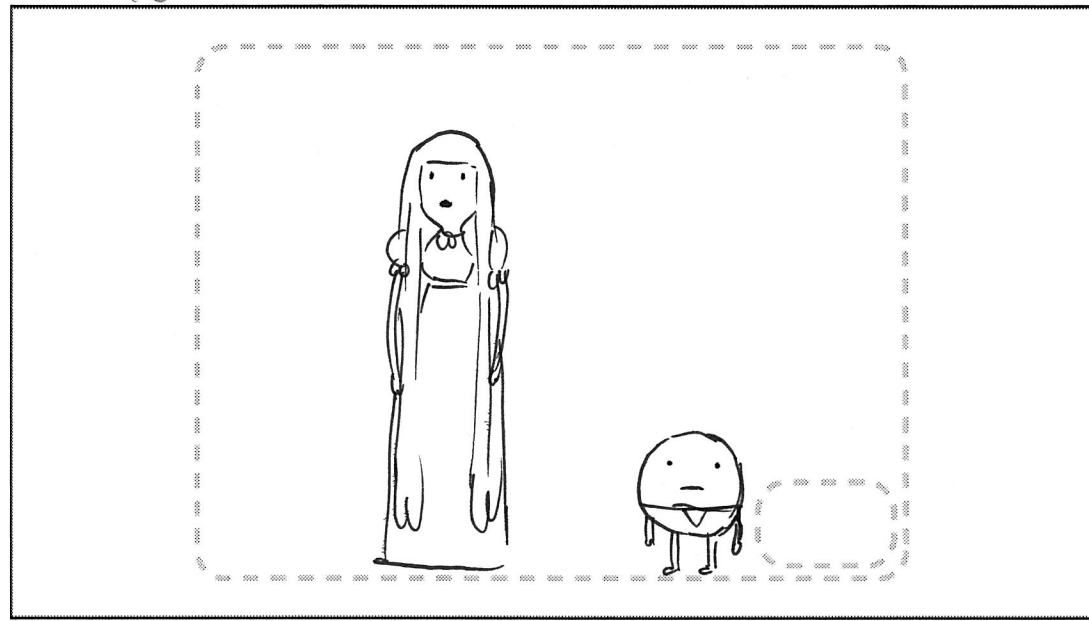
Production :

21

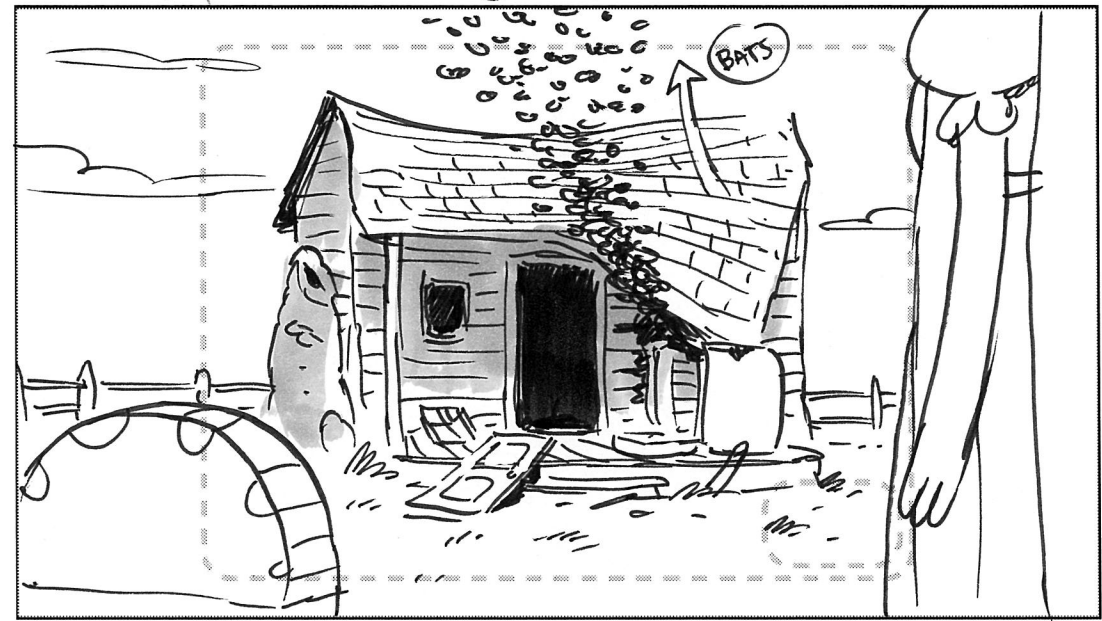
ADVENTURE TIME



Sc. 98 Pnl. C Bg. day night



Sc. 99 Pnl. A Bg. day night



Dialog:	(P.B.) Granted.	(PEPS:) This horrible dump does not meet the level of fancy to which I have become accustomed.
Action:		- Bats continue to fly out of freezer in infinite stream.
Timing:		

1025-203

EPISODE #

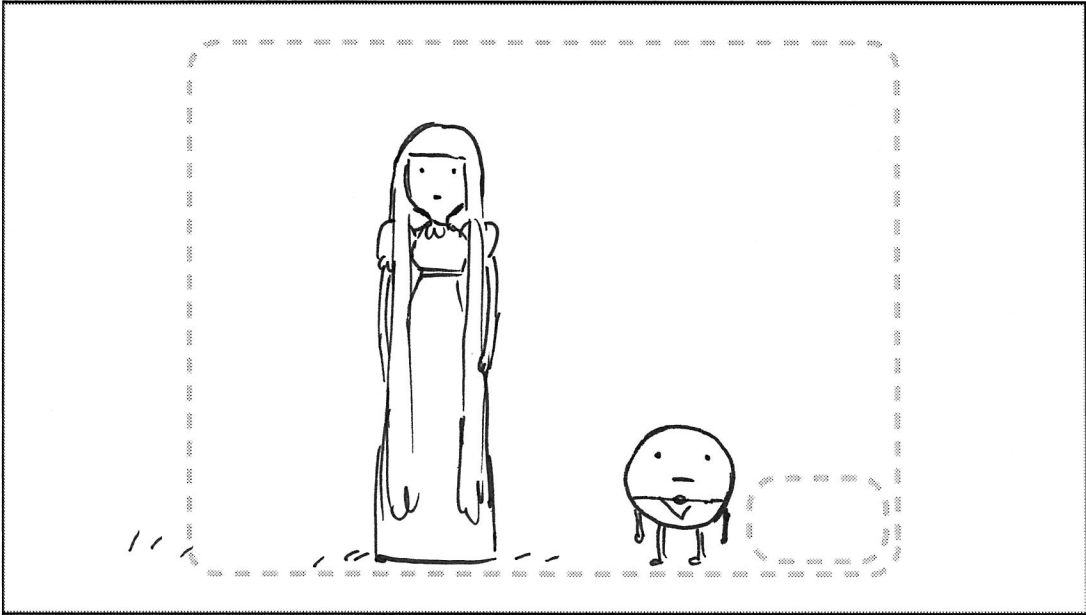
Production :

22

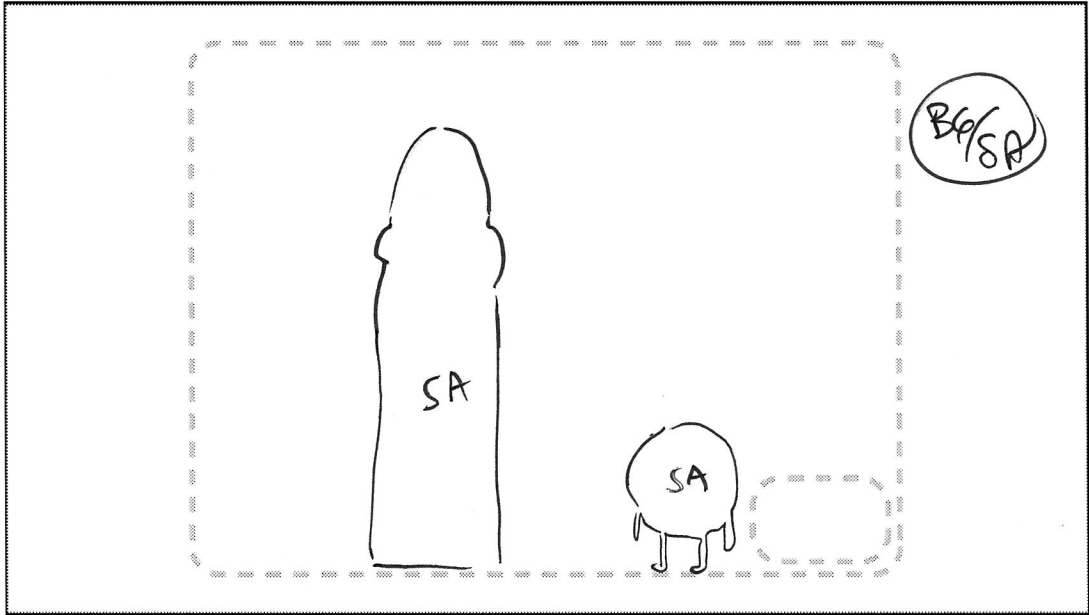
ADVENTURE TIME



Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog:	(PB:) noted.	(PB:) Also, fgi: my uncle Gumbald built this cabin with his bare hands.
Action:		
Timing:		

Production :

EPISODE #

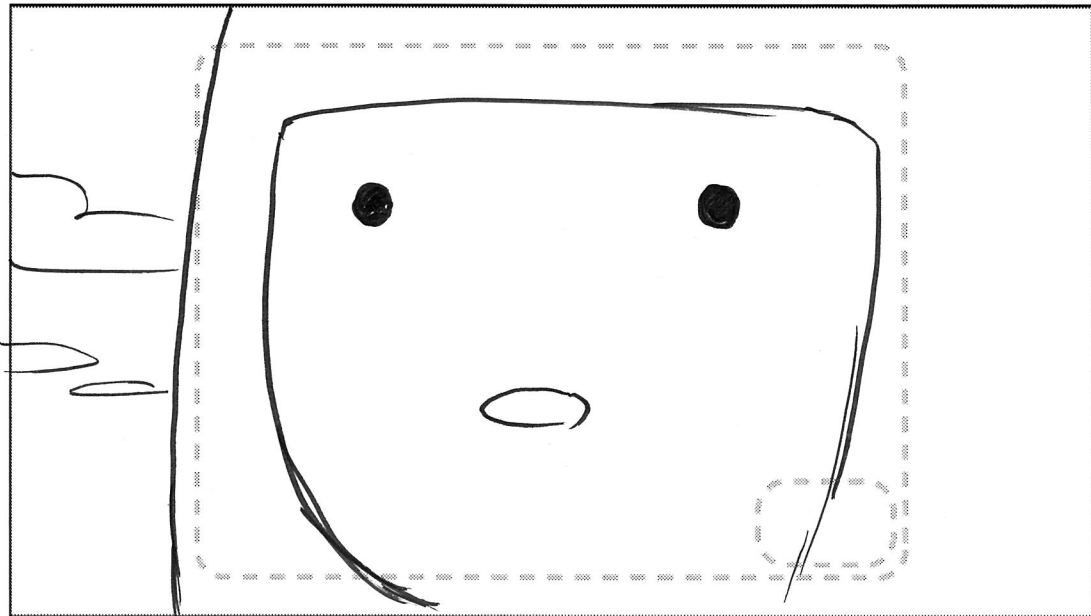
1 U25-203

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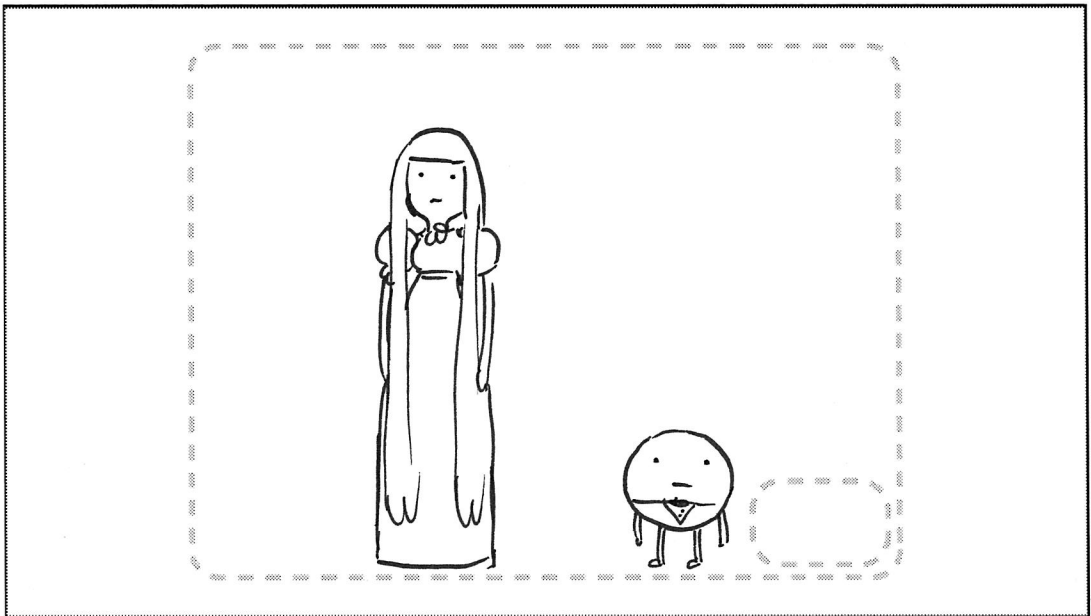
ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog: (PB:) I spent my summers here when I was younger. - BEAT -

Action:

Timing:

1025-203

EPISODE #

Production :

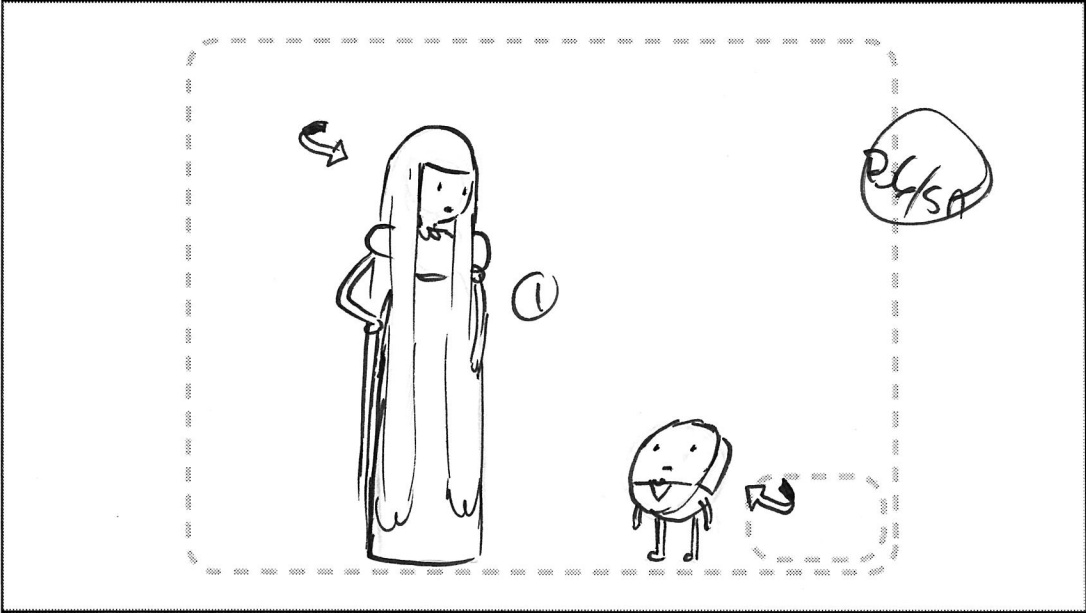
24

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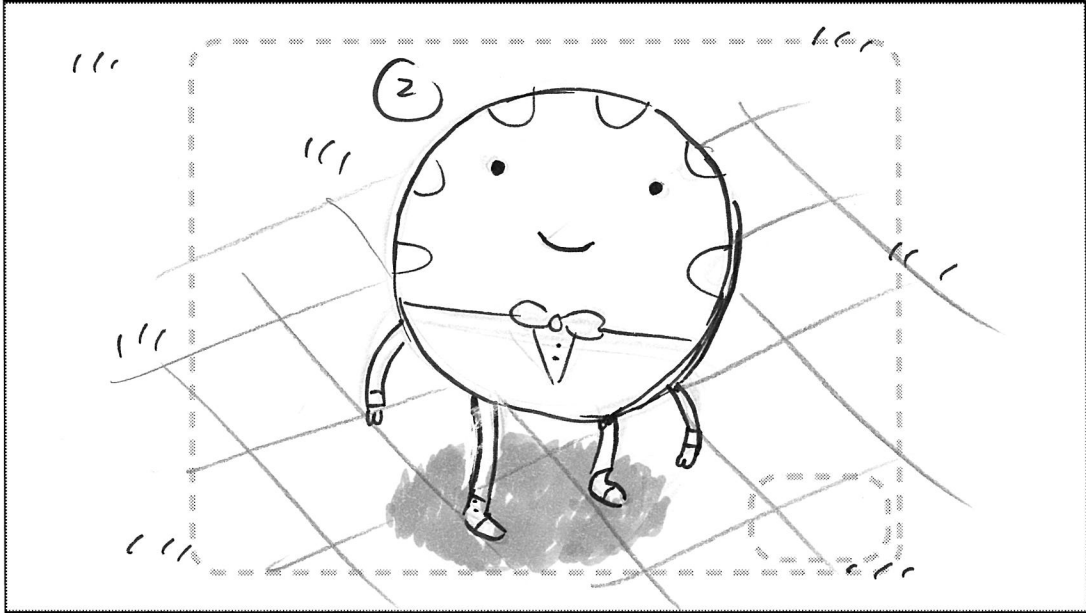
ADVENTURE TIME





Sc. 102 Pnl. B Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog: (PB) Anyway, it'll probly take a REALLY long time for the candy people to realize (2) a bad ruler is worse than a good ruler — (PB) → Plenty of time to spruce this place up.

Action: Timing:  

1025-203

EPISODE #

Production :

ADVENTURE TIME



Page 143

Sc.	Pnl.	Bg.	day	night
<p>WIPE</p>				

Sc.	Pnl.	Bg.	day	night
104	A			

Dialog:	
Action:	<p>☆ NOTE: there is a pale, just barely noticeable purple tint to this scene.</p>
Timing:	

1025-203

EPISODE #

Production :

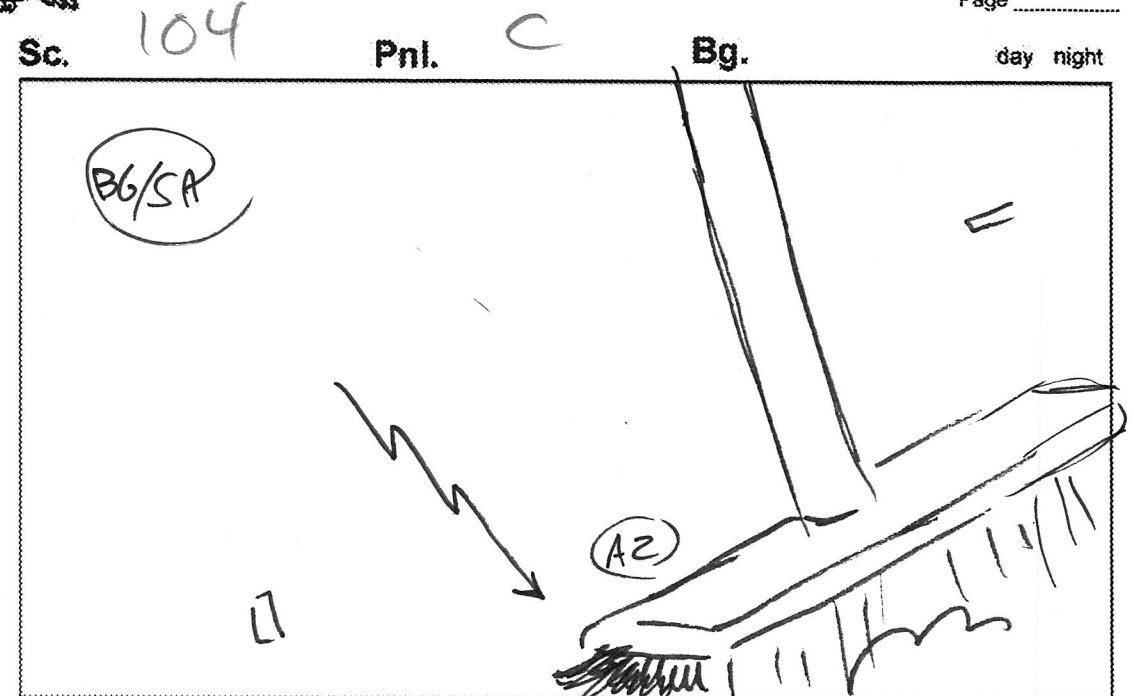
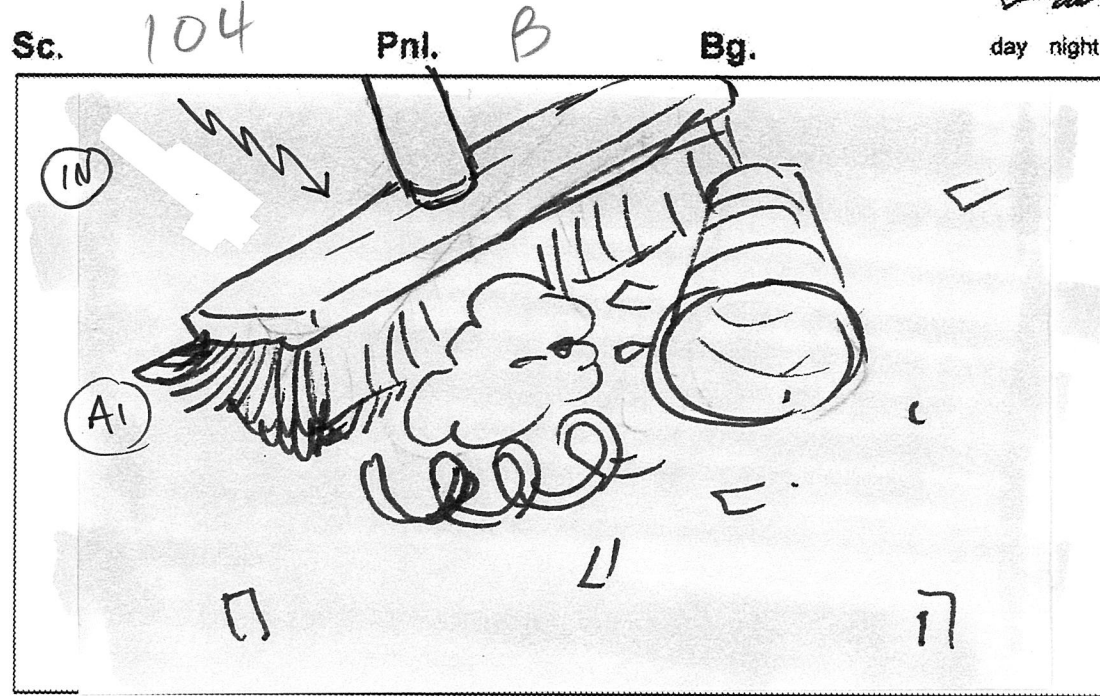
26

ADVENTURE TIME



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Page _____

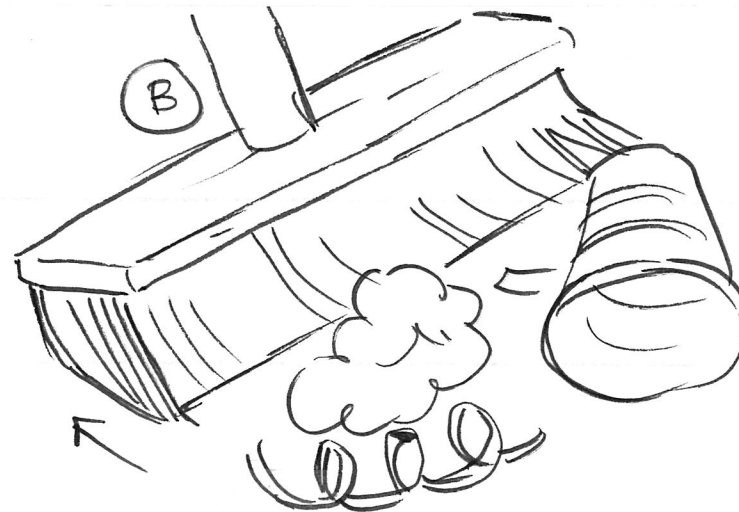


Dialog:

Action:

A1/B/A/B/A2

Timing:



- Storchy sweeps up garbage

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EPISODE #

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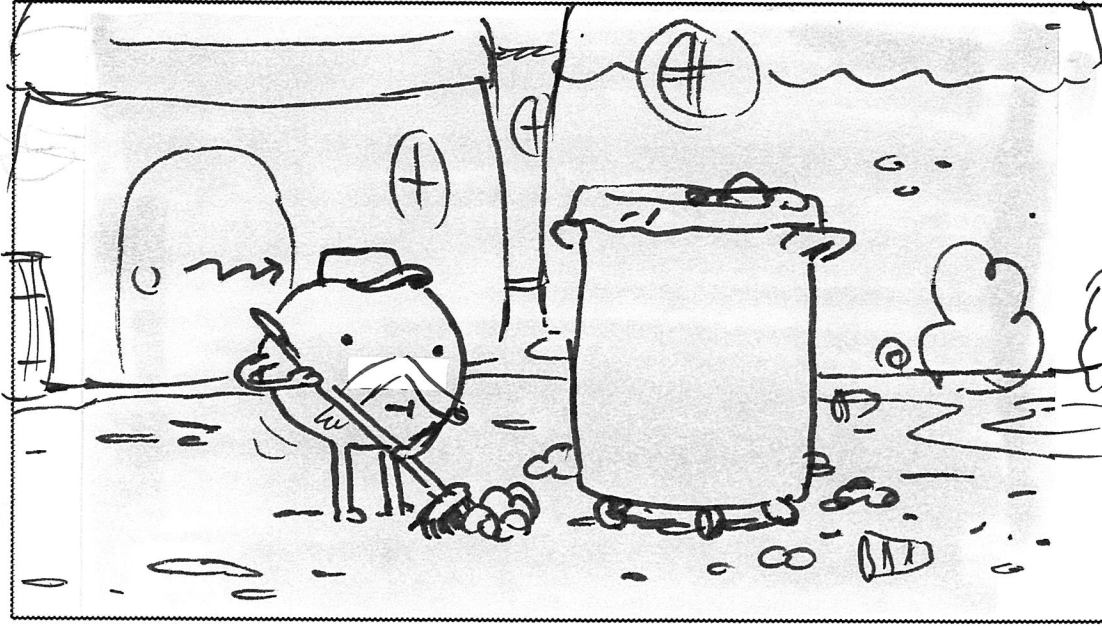
Production :

ADVENTURE TIME

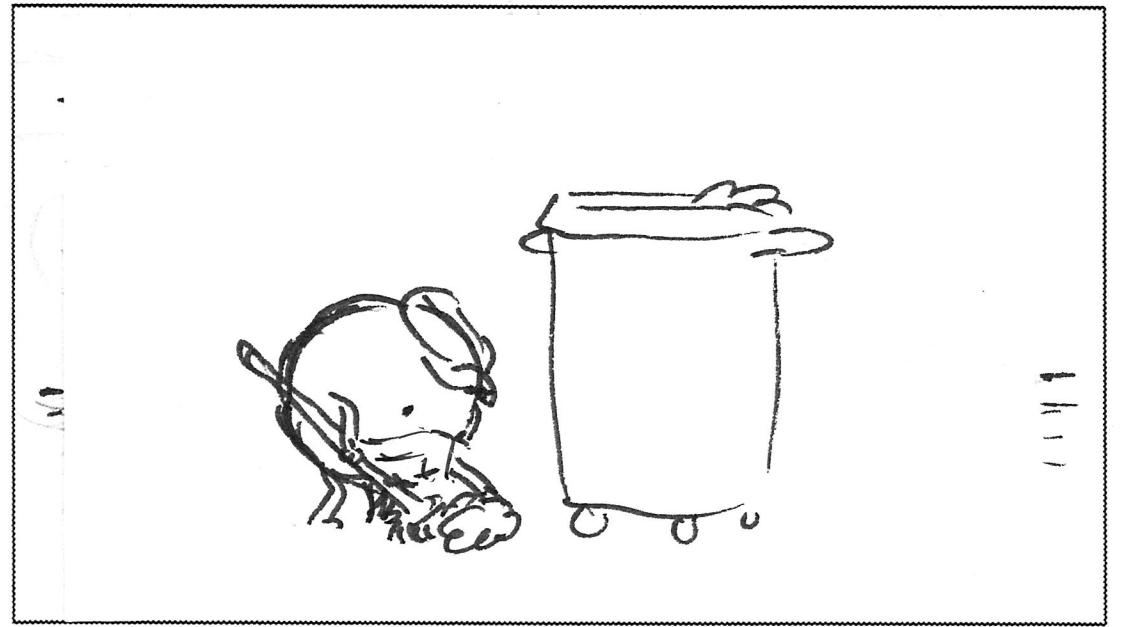


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Sc. 105 Pnl. A Bg. day night



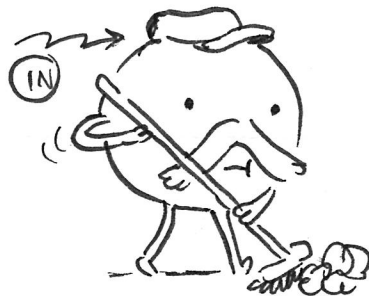
Sc. 105 Pnl. B Bg. day night



Dialog:

Action:

Timing:



1025-203

EPISODE #

Production :

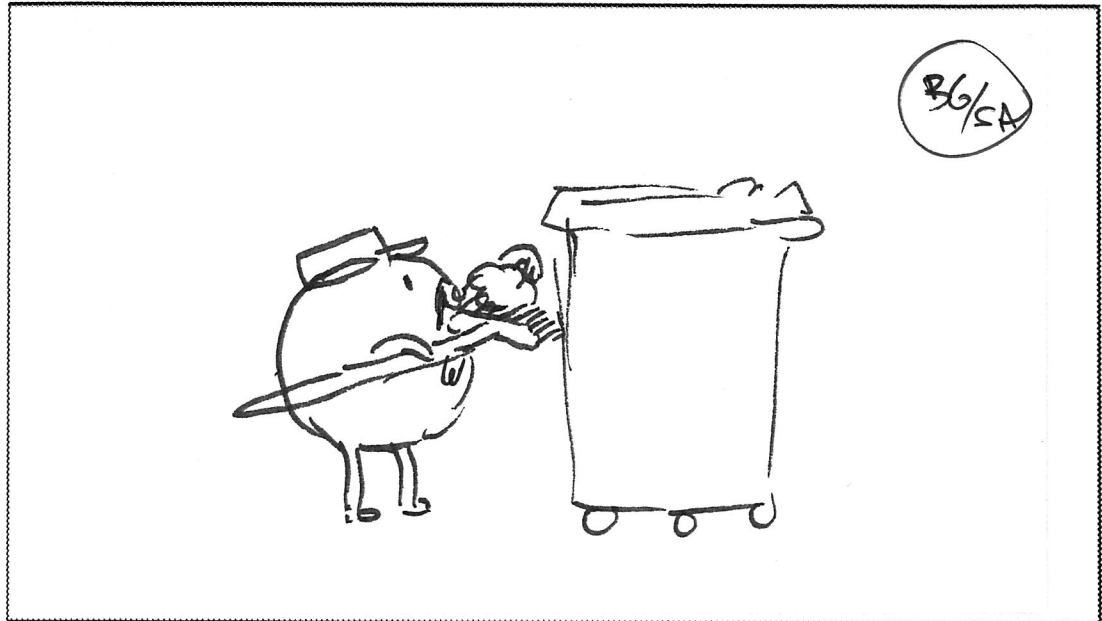
ADVENTURE TIME



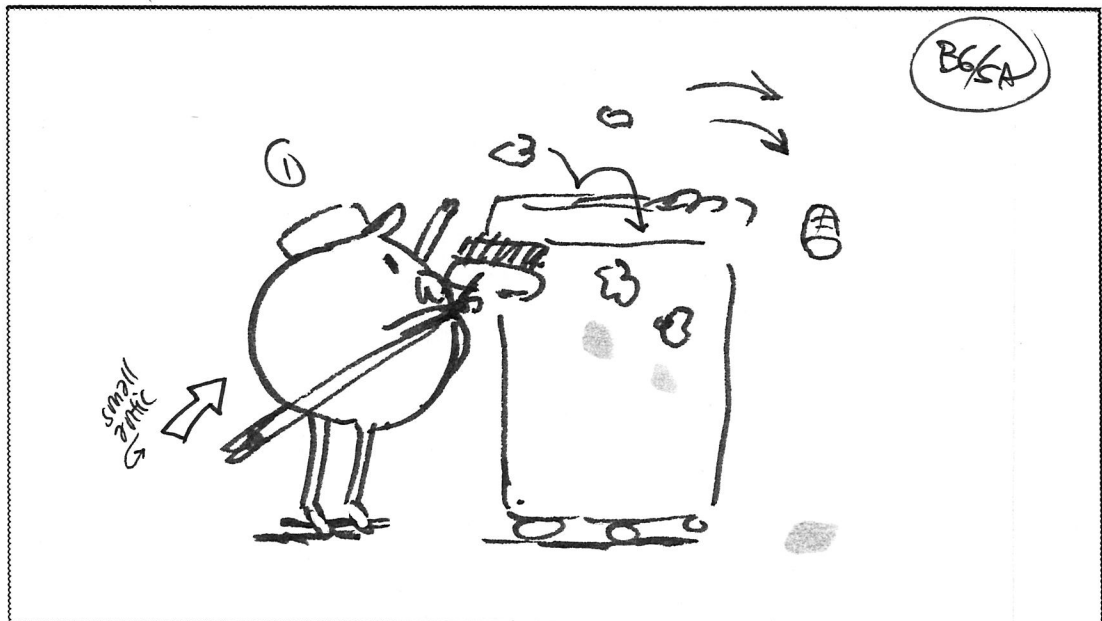
146

Page

Sc. 105 Pnl. C Bg. day night



Sc. 105 Pnl. D Bg. day night



Dialog:	- BEAT -
Action:	- Starchy throws garbage at garbage can. some goes over or around, some bounces off
Timing:	none lands in can.



1025-203

EPISODE #

29

Production :

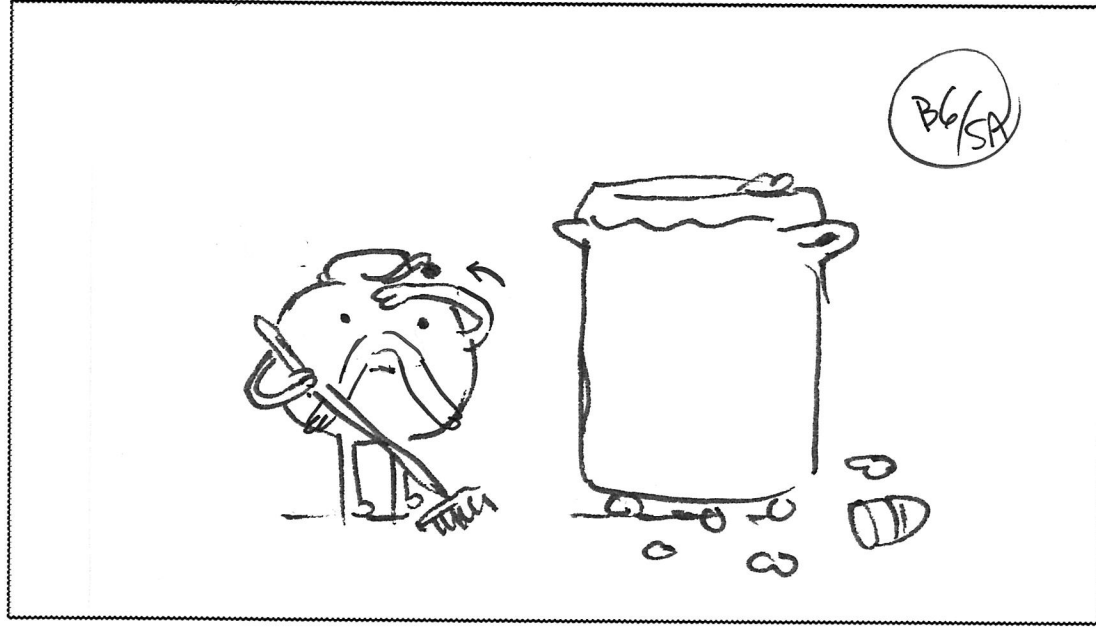
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ADVENTURE TIME



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Sc. 105 Pnl. E Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:

(Starchy) = phew!

Action:



- Starchy wipes sweat from brow

Timing:

(ST) Starchy thought
life would be
better ^{under} the
king of Ooo,

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Production :

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ADVENTURE TIME



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Sc. 106 Pnl. B Bg. day night



Sc. 106 Pnl. C Bg. day night



Dialog:

(ST:) but now there's even more stuff to sweep...

Action:

Timing:

(ST:) poor old storchy-- always gettin the sweetie end of the lolipop

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EPISODE # 31

Production :

ADVENTURE TIME

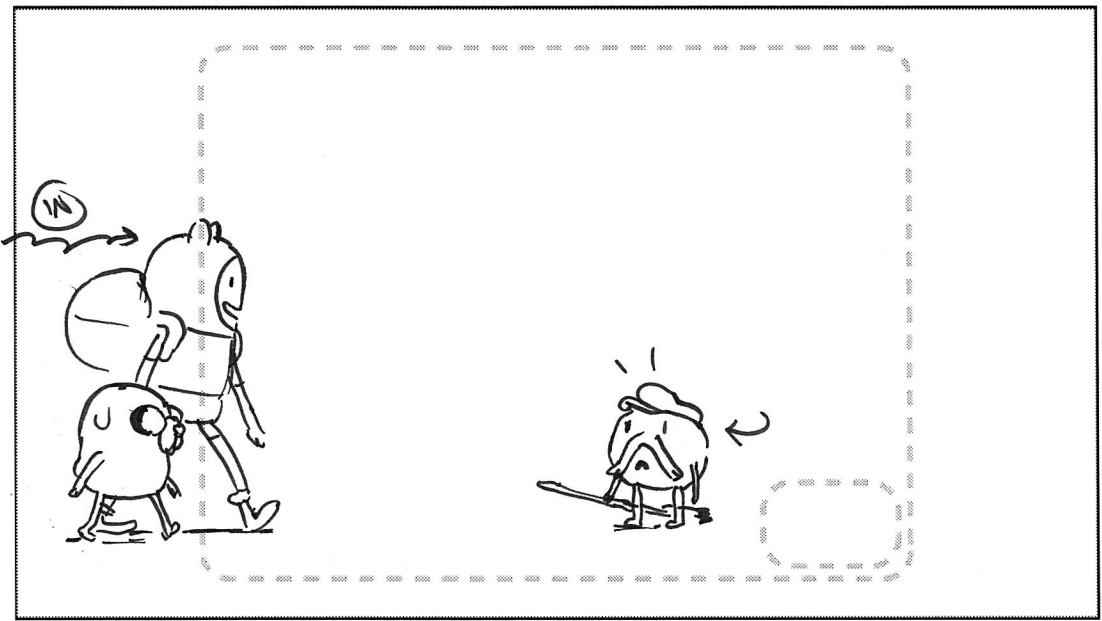


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Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog:	(FINN) Hey Starchy! Whuddayadoinsweepin?
Action:	
Timing:	

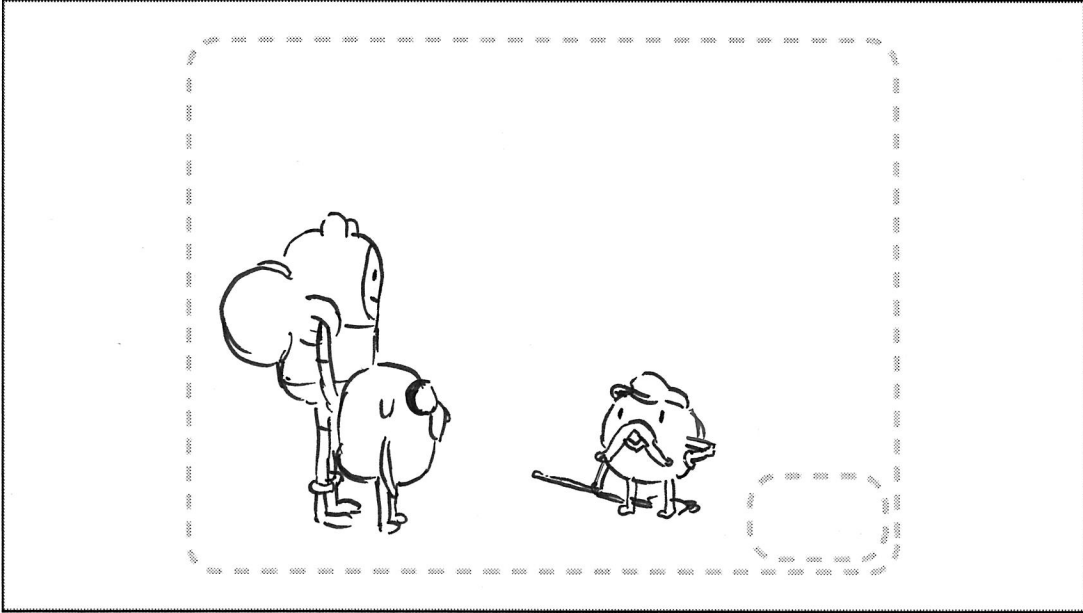
EPISODE # 1025-203

Production :

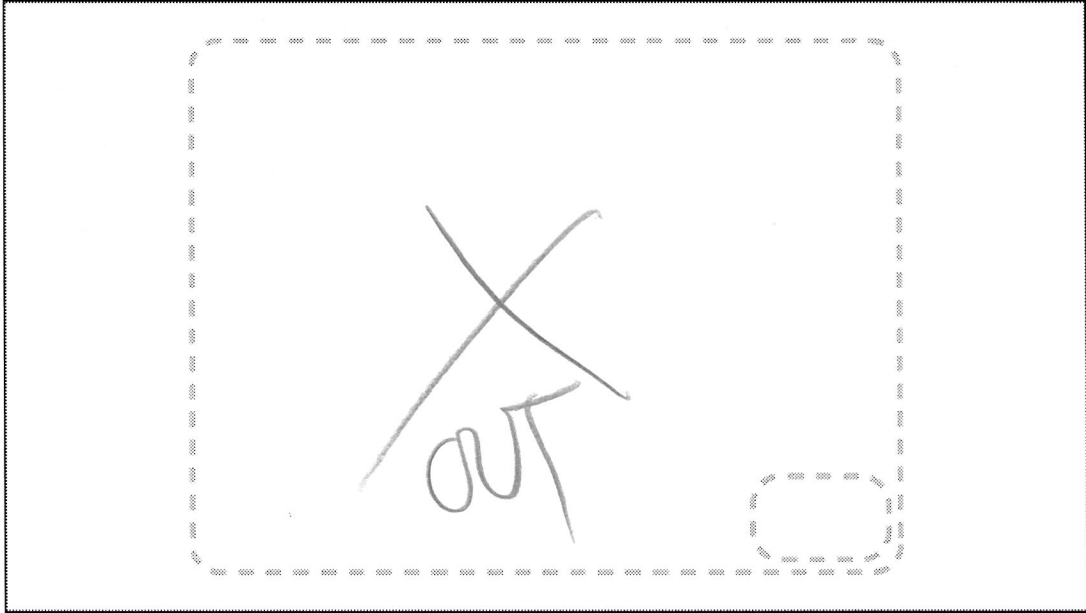
ADVENTURE TIME



Sc. 107 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>STARCHY:</u> Oh yes sir yes sir! (trying to act enthusiastic/obsequious)
Action:	
Timing:	

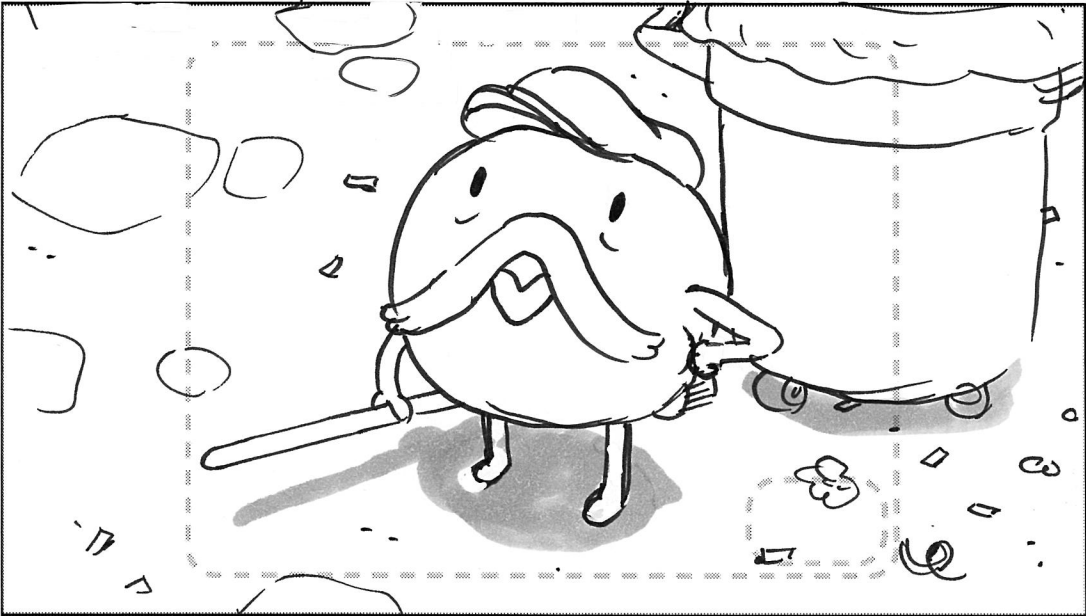
1025-203
EPISODE #
33
Production :

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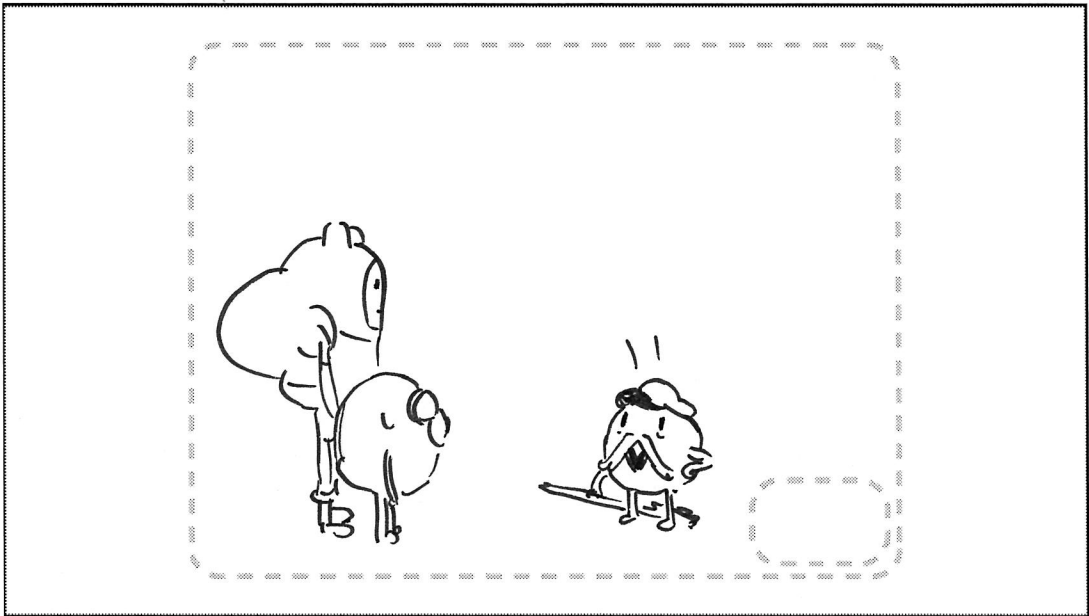
ADVENTURE TIME



Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. 7 Bg. day night



Dialog: (ST) → Ol' Starchy just can't get enough sweepin'!

(ST) → SWUH-EE-EE-EE-PEN! →

Action:

Timing:

1025-203

EPISODE #

Production :

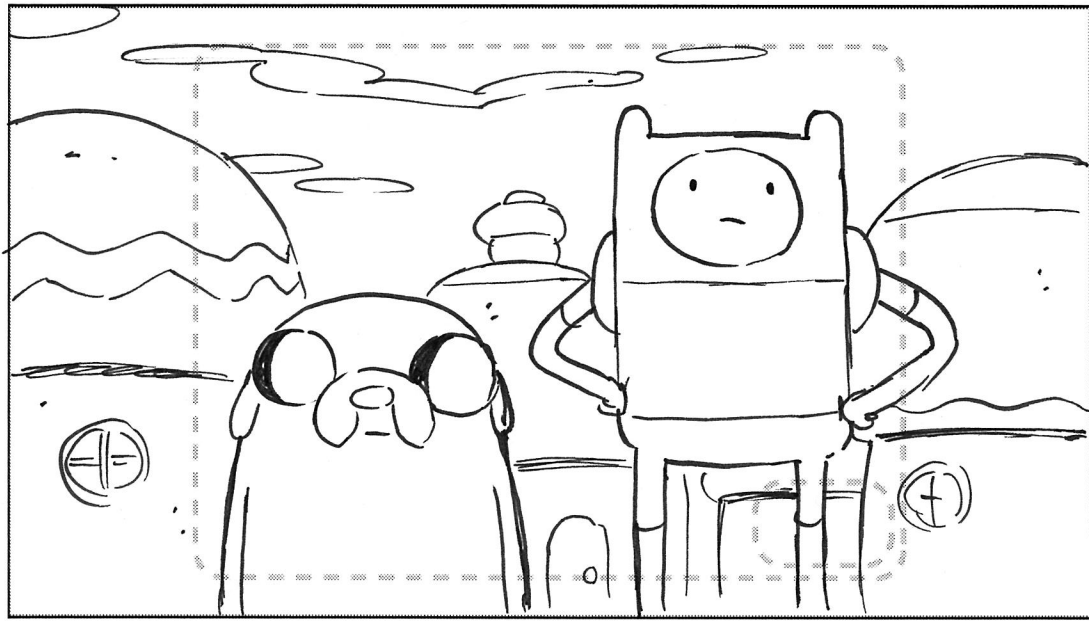
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ADVENTURE TIME

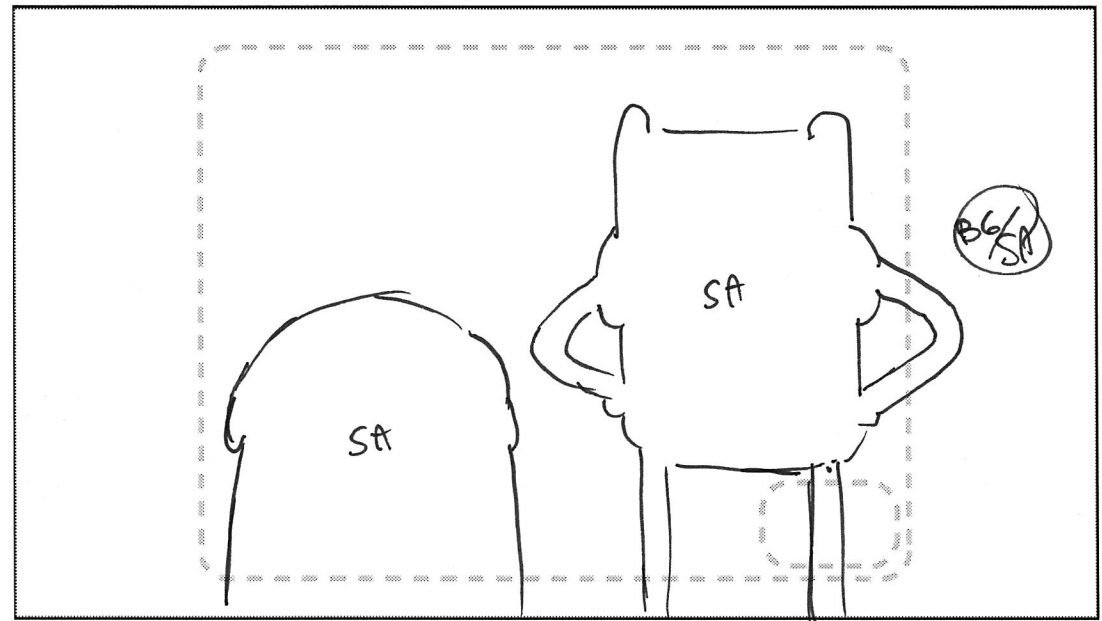


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Sc. 110 Pnl. A Bg. day night



Sc. 110 Pnl. B Bg. day night



Dialog:	STARCHY OS → YEAH!!	- BEAT -
Action:		
Timing:		

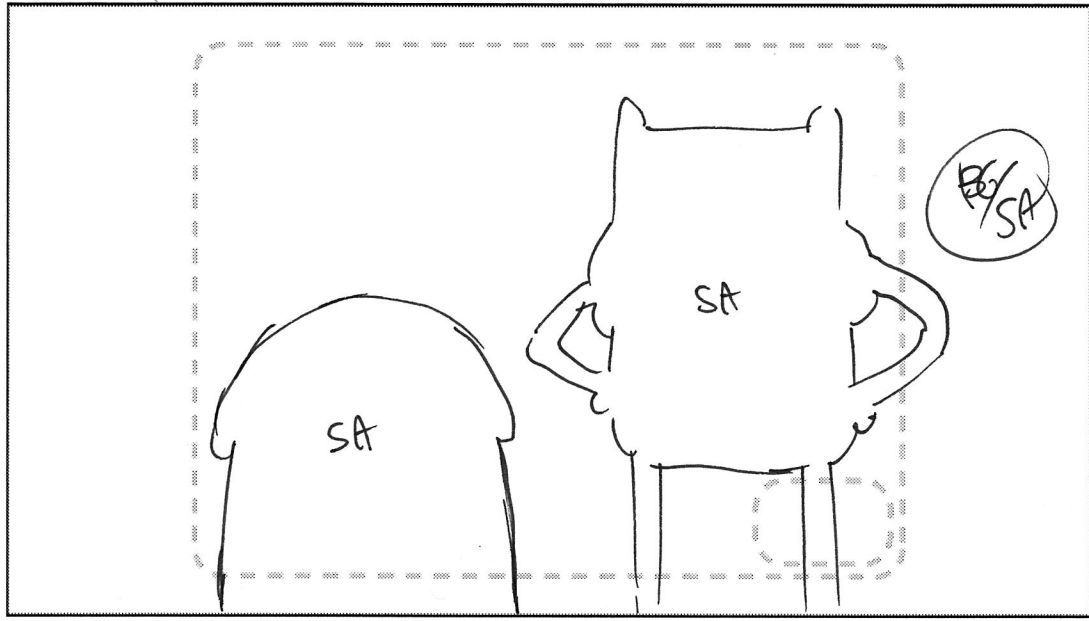
EPISODE # 1025-203
Production :

35

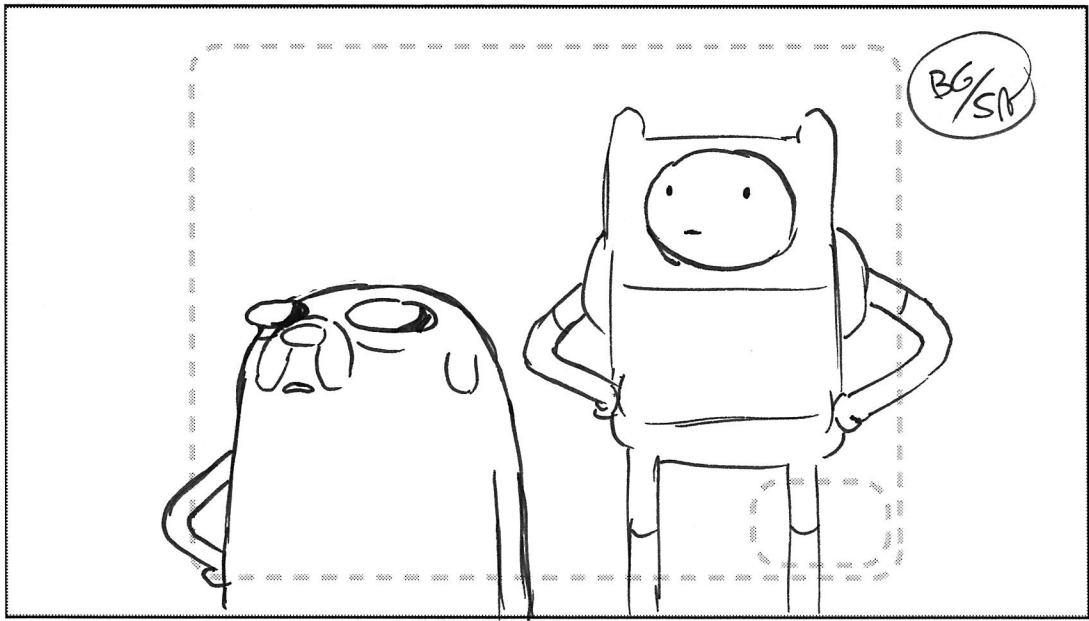
ADVENTURE TIME



Sc. 110 Pnl. C Bg. day night



Sc. 110 Pnl. D Bg. day night



Dialog:	<p>JAKE: mm... (thoughtful/dismissive)</p>	<p>JAKE: Hey, is it me or is it getting purpler out here?</p>
Action:	<p>- Jake examines purplish sky</p>	
Timing:		

EPISODE # 1025-203

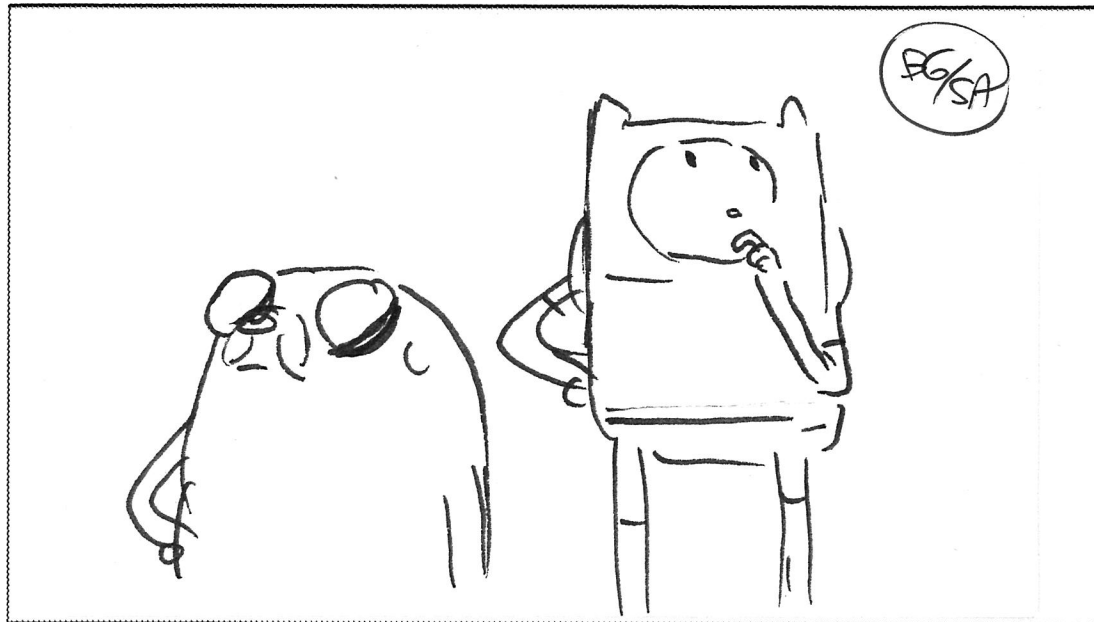
Production :

ADVENTURE TIME

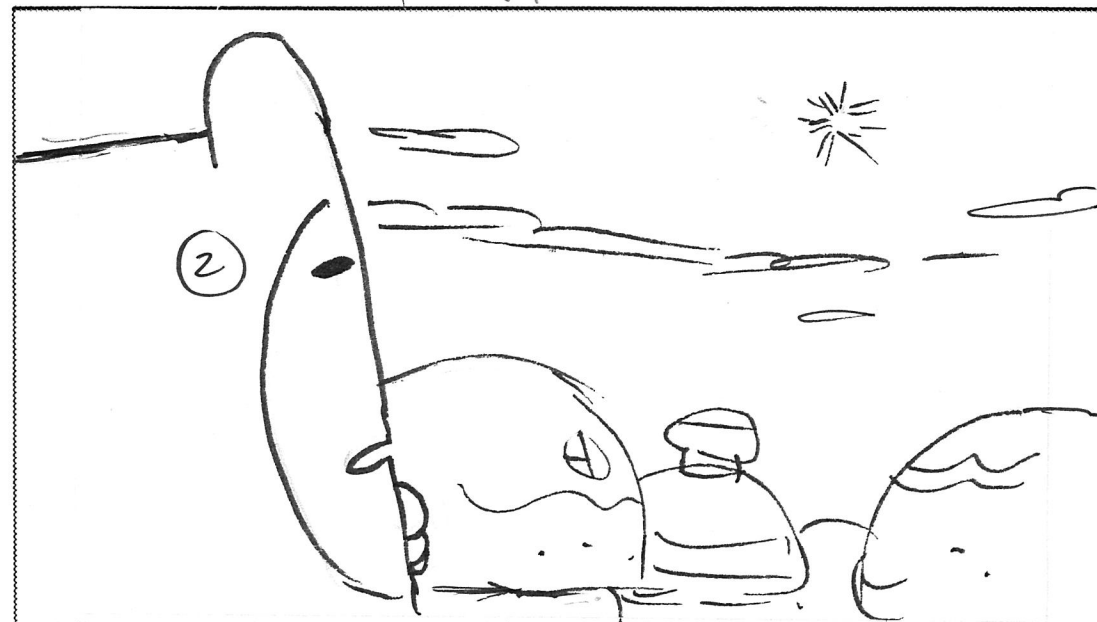


154

Sc. 110 Pnl. E Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:

(F:) oh yeah...

Action:

Timing:



(F:) I think that's the catalyst comet.

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EPISODE #

37

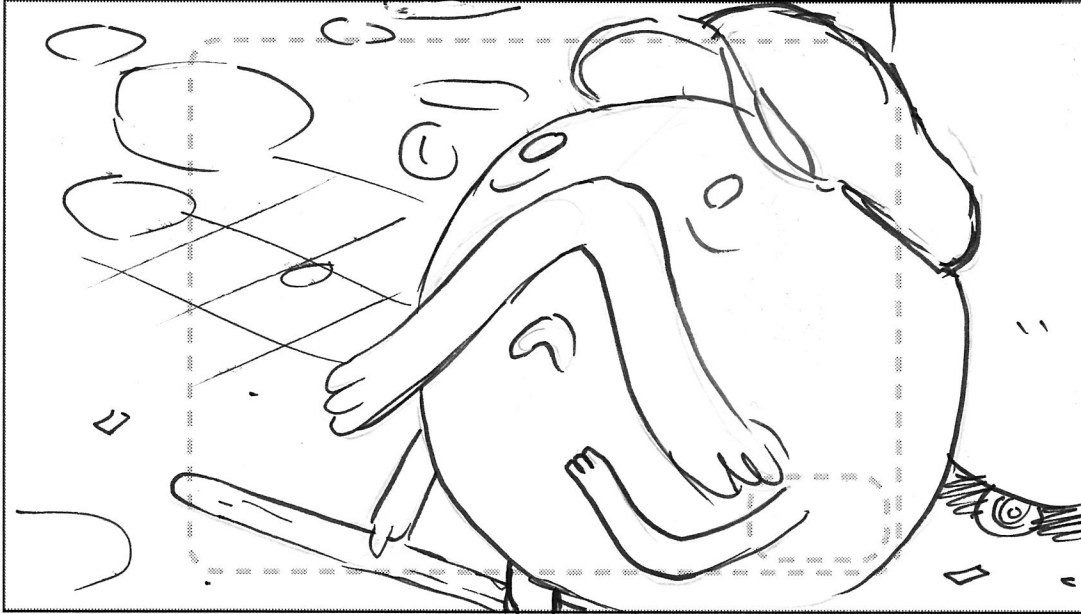
Production :

ADVENTURE TIME

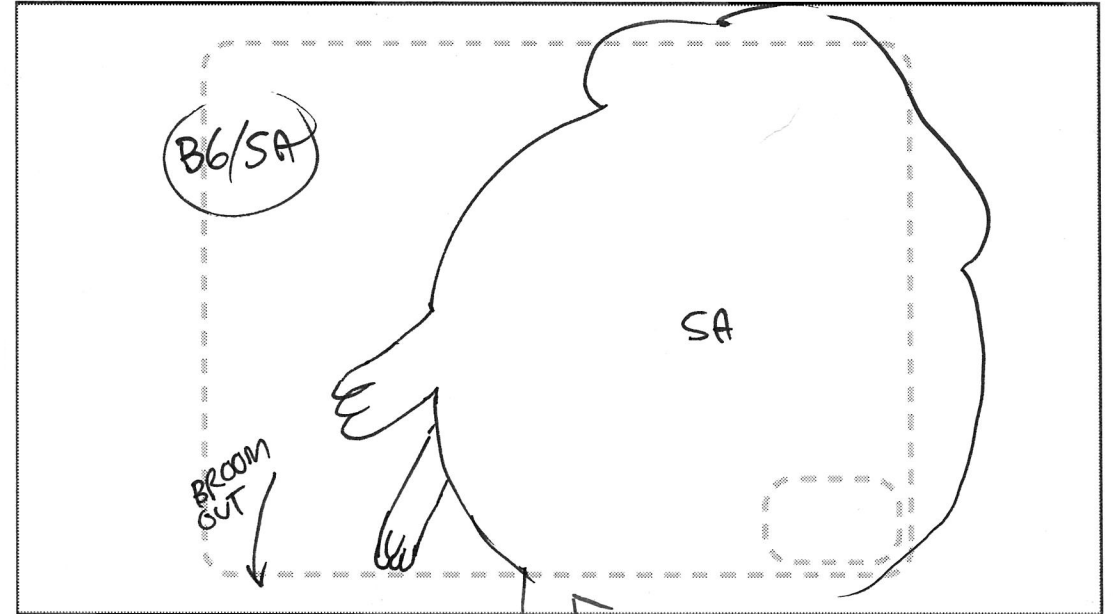


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Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



Dialog: FINN OS I guess it's gettin' pretty close or whatever. (2)

JAKE OS: Gettin close? What? (worried)

SFX: - wooden broom smack -

Action: - eyes slowly widen (2)

- Starchy drops broom

Timing:



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EPISODE #

38

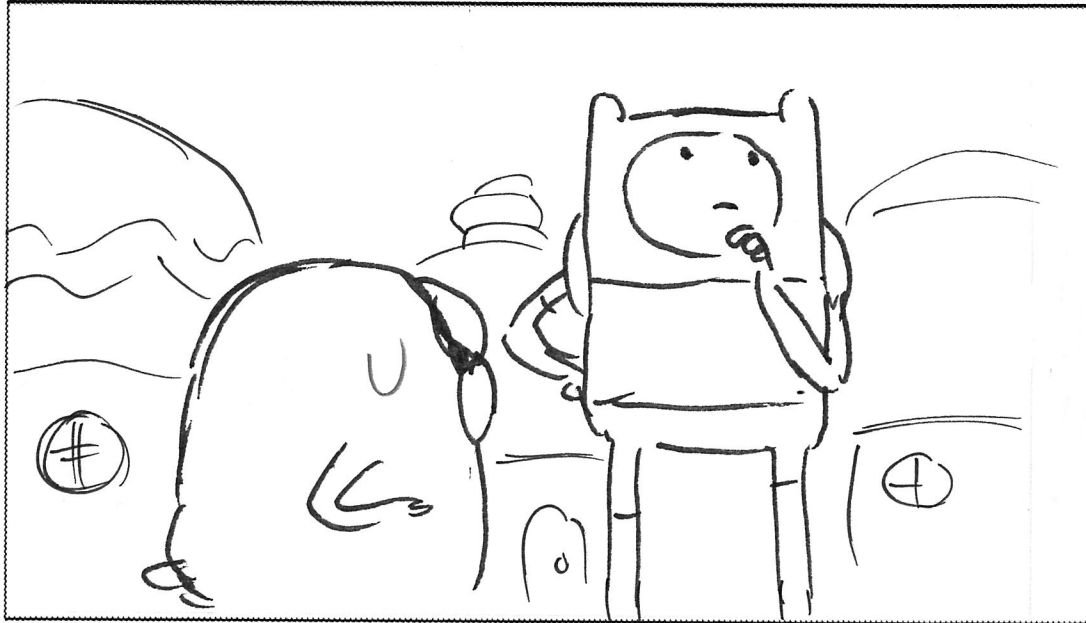
Production :

ADVENTURE TIME

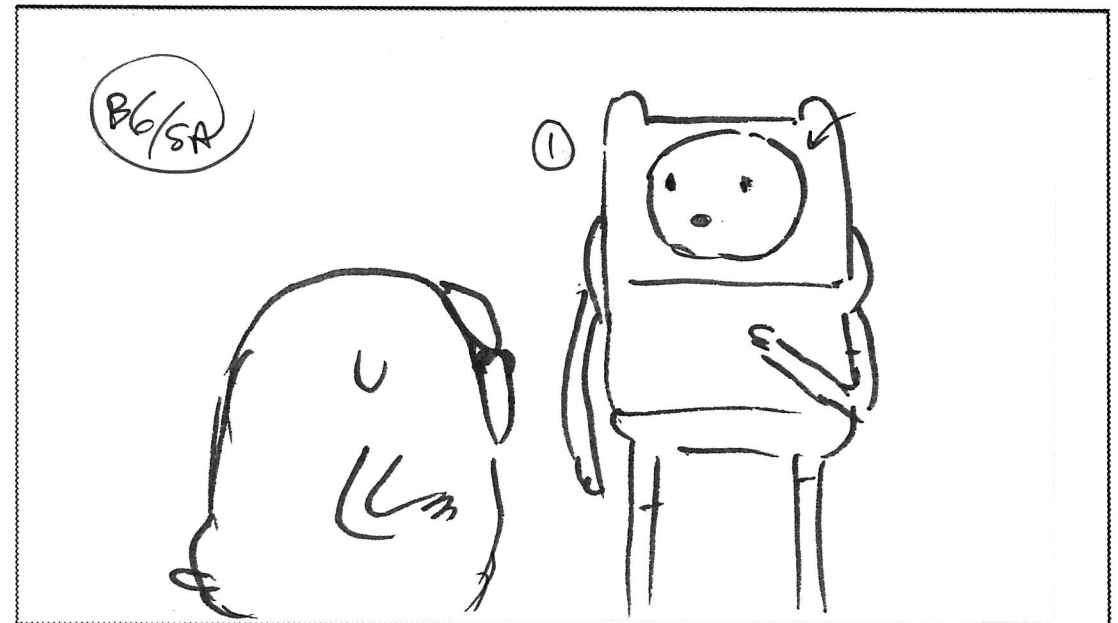


156

Sc. 113 Pnl. A Bg. day night



Sc. 113 Pnl. B Bg. day night



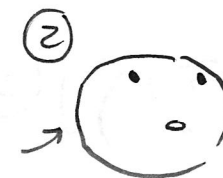
Dialog:

(J) should we
evacuate... or...

Action:

Timing:

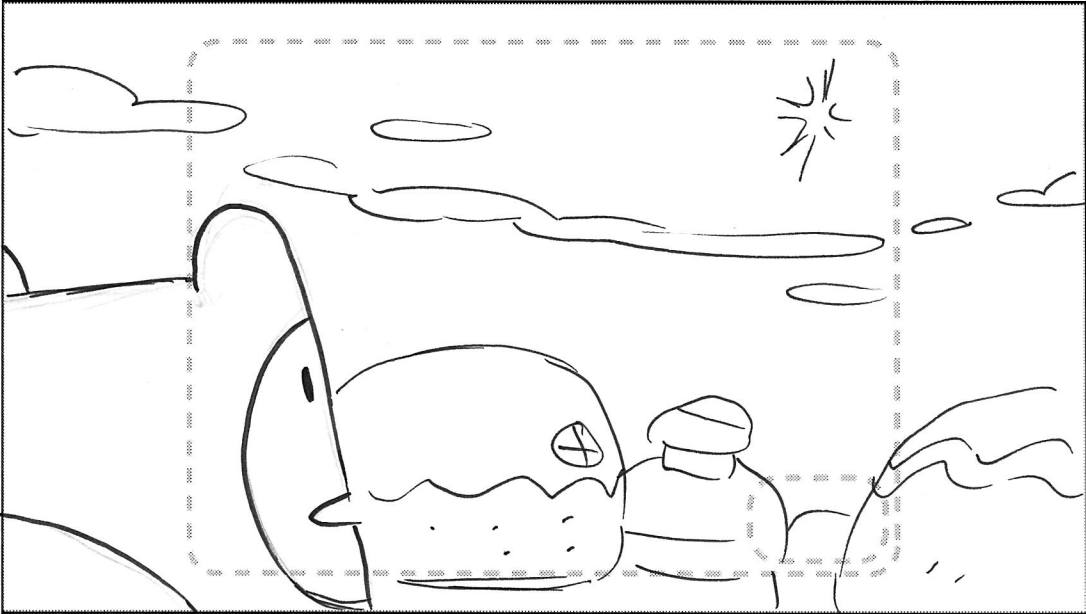
(F) what? No no -
(2) it's cool I
think -



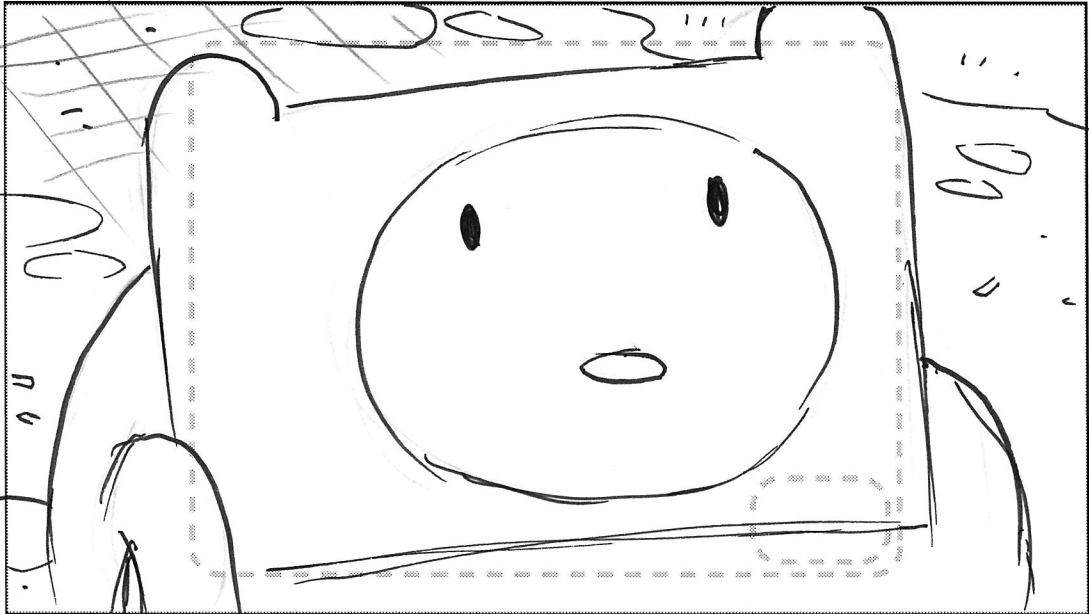
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 115 Pnl. A Bg. day night



Dialog: (F:) It's just here to like, shake things up, y'know... it's okay. → (F:) → we've... we've got sort of a... relationship.

Action:

Timing:

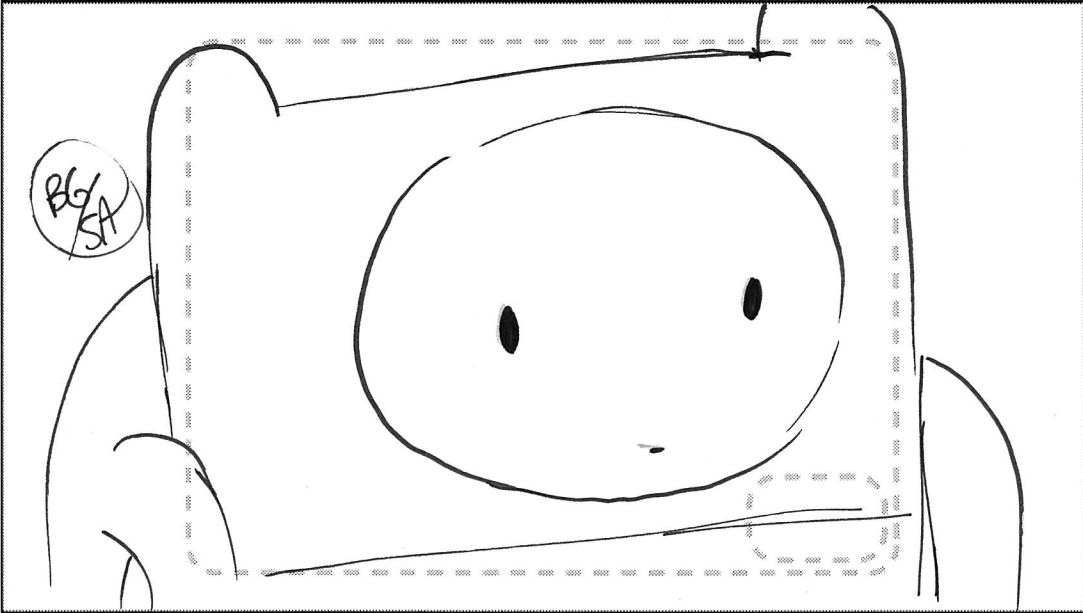
EPISODE # 1025-203 40

Production :

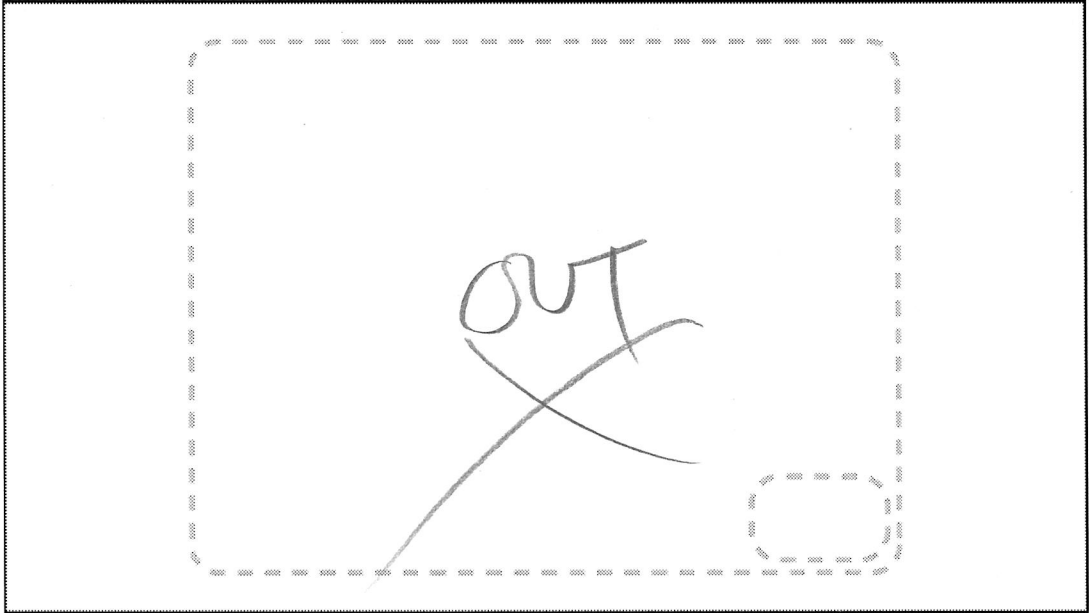
ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>STARCHY: (OS) (terrified) cu-cu-cu-cu-cu →</u>
Action:	
Timing:	

EPISODE # 1025-203
91
Production :

ADVENTURE TIME



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Sc. 116 Pnl. A Bg. day night



Sc. 116 Pnl. B Bg. day night



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EPISODE #

Production :

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Dialog:

(ST) cu-cu-cu-cu-
cu-cu-cu-cu
cu-cu-cu-cu-
cu-cu-cu-cu-
cu-cu-cu-cu-
cu-cu-cu-cu-
-comet!

Action:

Timing:

(ST:) oh-starchy
don't feel

good about this

- starchy trembles in terror

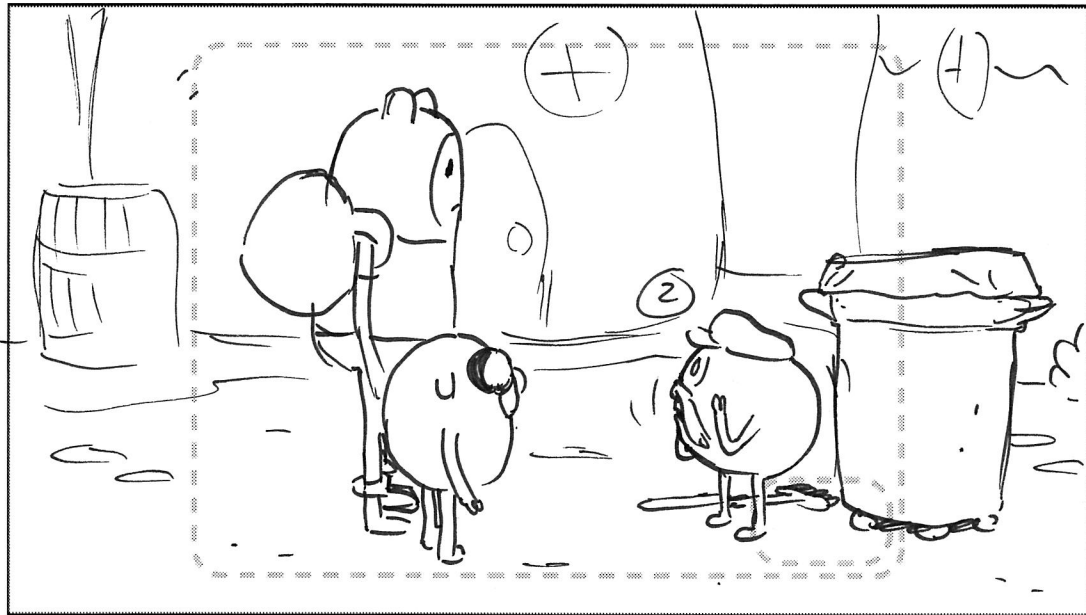
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ADVENTURE TIME

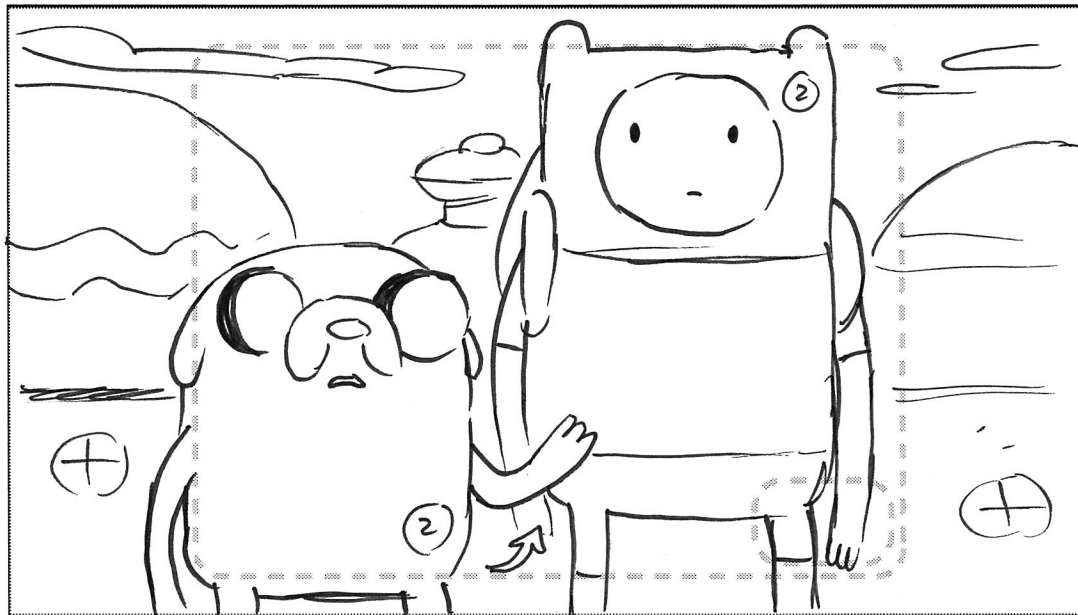


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Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night

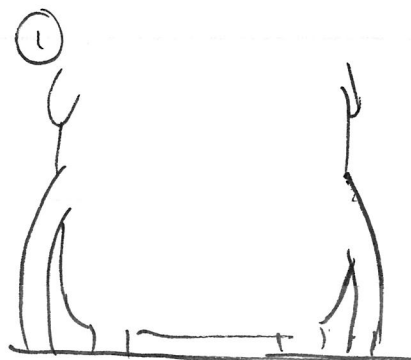


Dialog: STARCHY: (costanza-like) STARCHY'S MIND IS BURDENED!

JAKE: Starch-- (interrupted)

Action:

Timing:



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EPISODE #

43

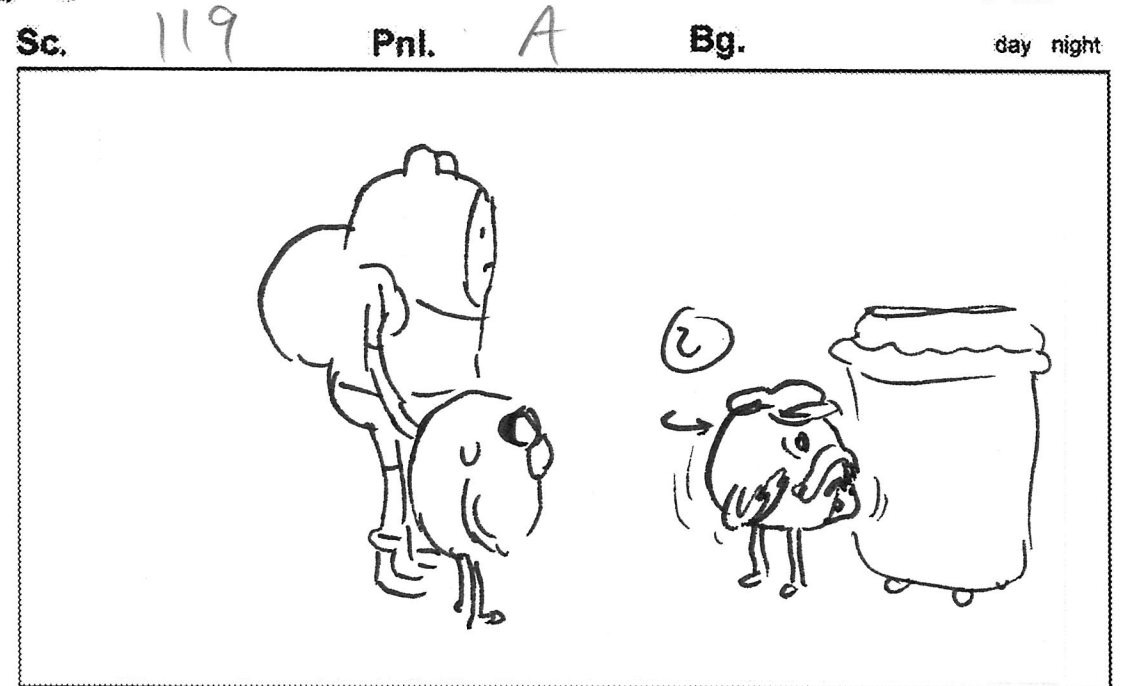
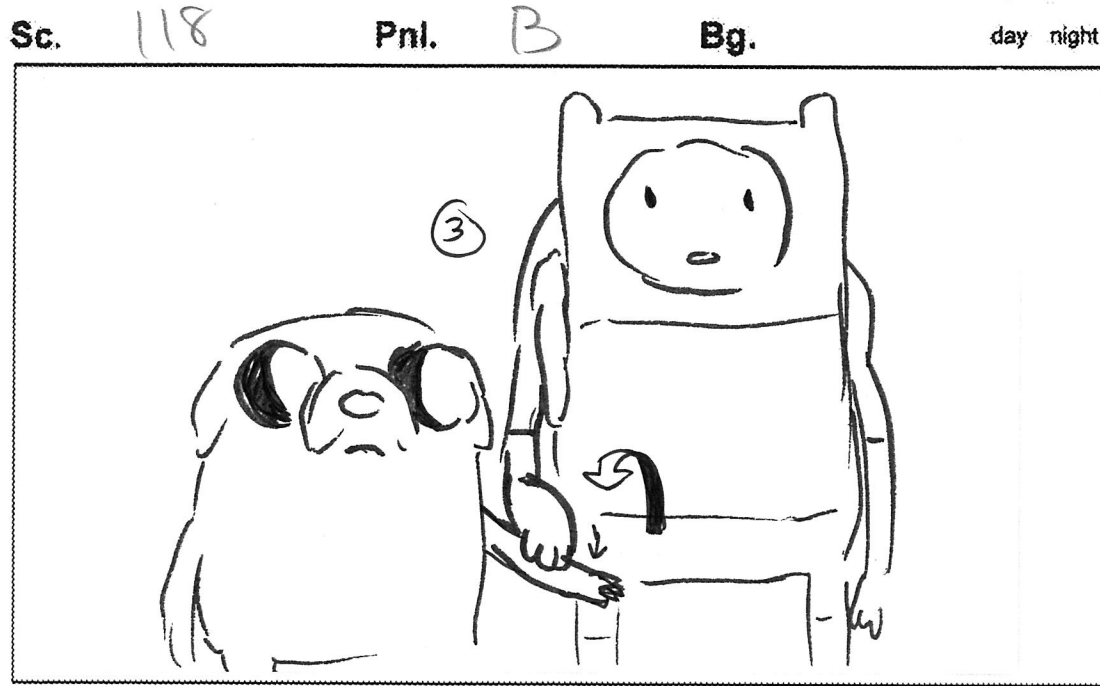
Production :




ADVENTURE TIME



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Page

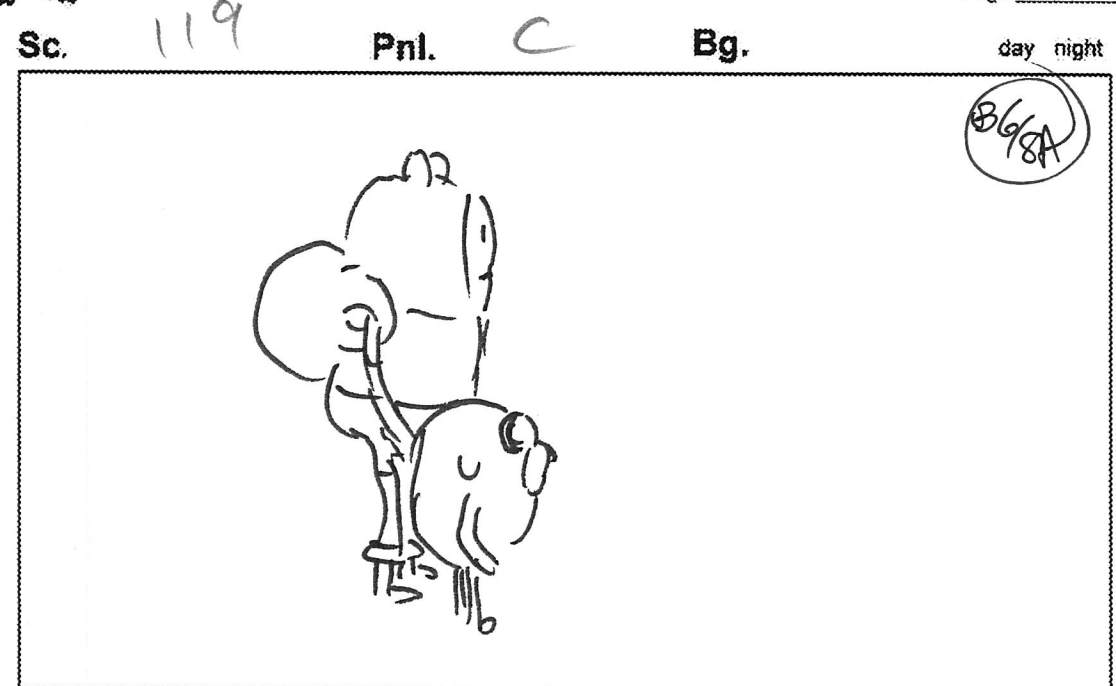
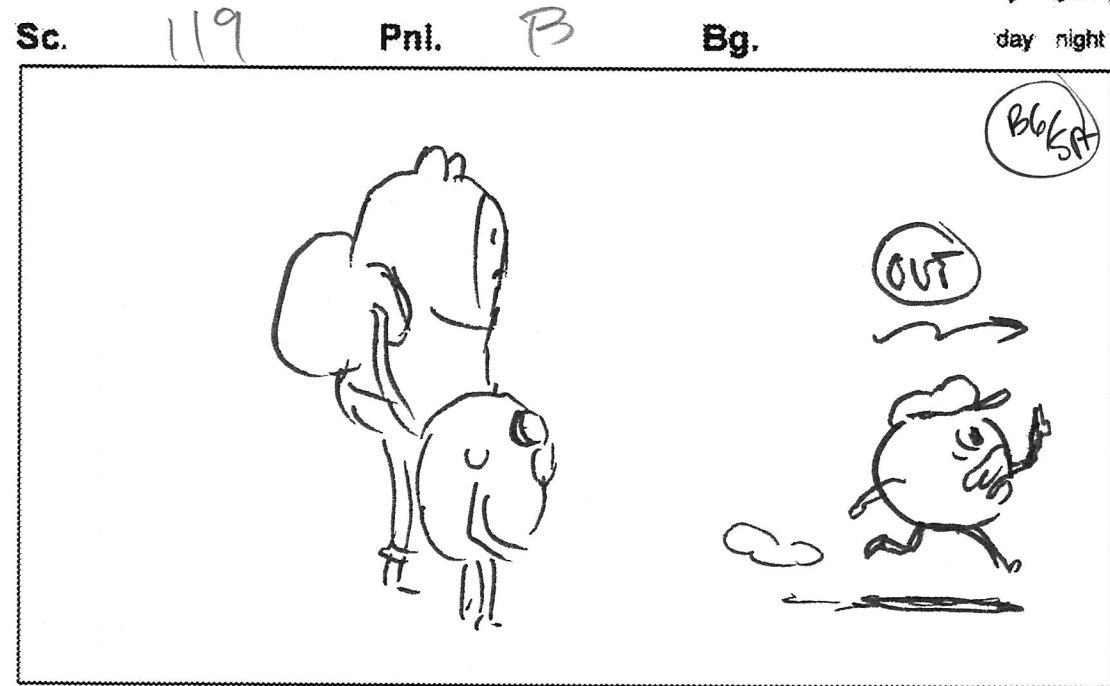


Dialog:	(F:) - eht -	(ST) ^① ohh... gotta talk this thing out... ^②
Action:	 	
Timing:		

ADVENTURE TIME



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Dialog:	(ST:) Oh Mrs. Gumdrop...	(ST:) (barely audible) (explains situation)
Action:	X	* mumble mumble mumble *
Timing:		

EPISODE # 1025-203 45

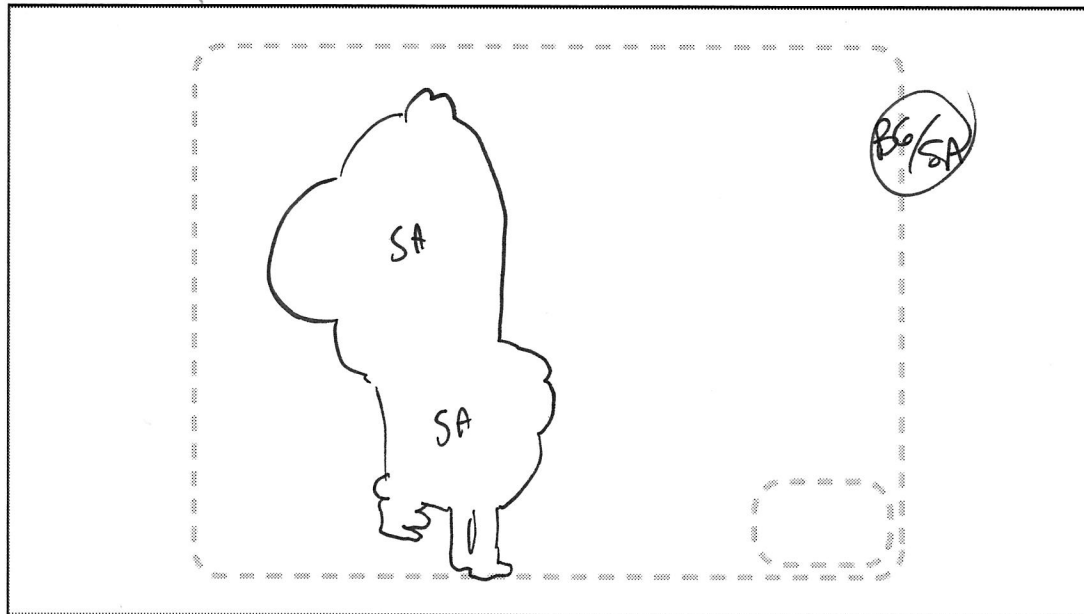
Production :

ADVENTURE TIME

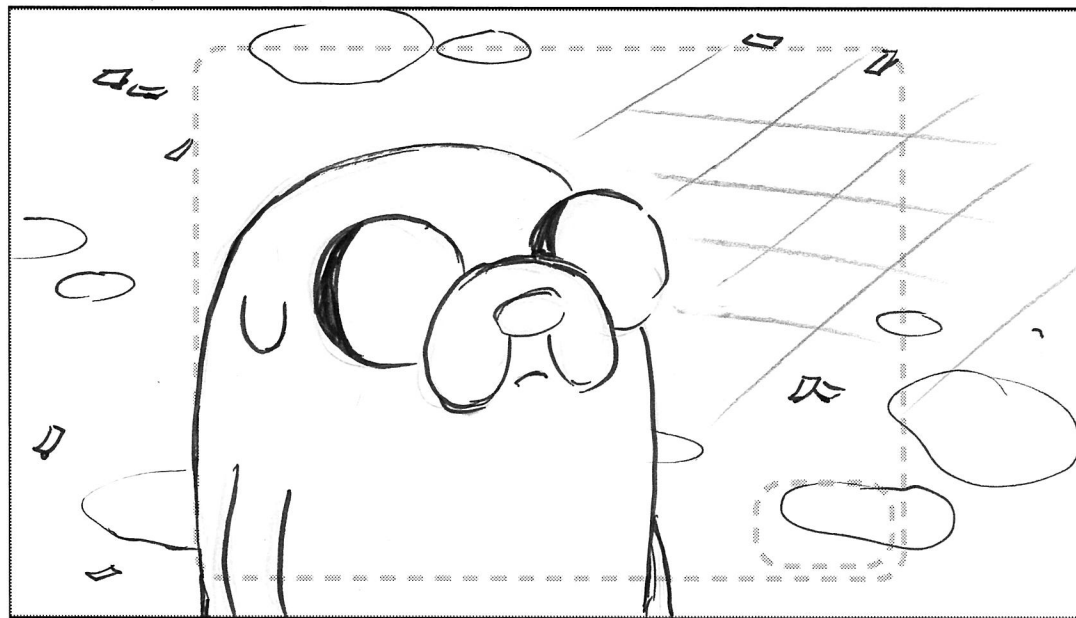


Page 163

Sc. 119 Pnl. D Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog: Mrs. Gumdrop (OS) WHAT!?! Good Glob...

MRS. G (OS) ~~the~~ Quickly we must warn the people.

STARCHY: Oh sweet mercy... (terrified)

Action:

Timing:

1025-203

EPISODE #

Production :

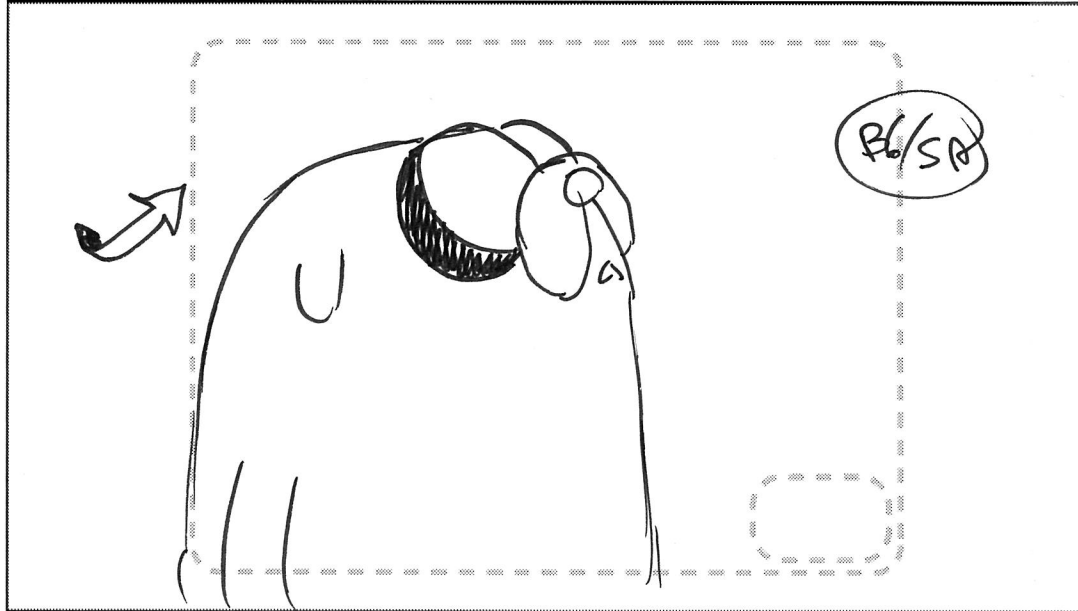
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ADVENTURE TIME



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Sc. 120 Pnl. B Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog: (J:) Shouldn't we try an calm 'em down?

(F:) Eh... not after that ~~new~~ whole knock-my-tower-over-onto-the-castle thing...

Action:

Timing:

EPISODE # 1025-203

47

Production :

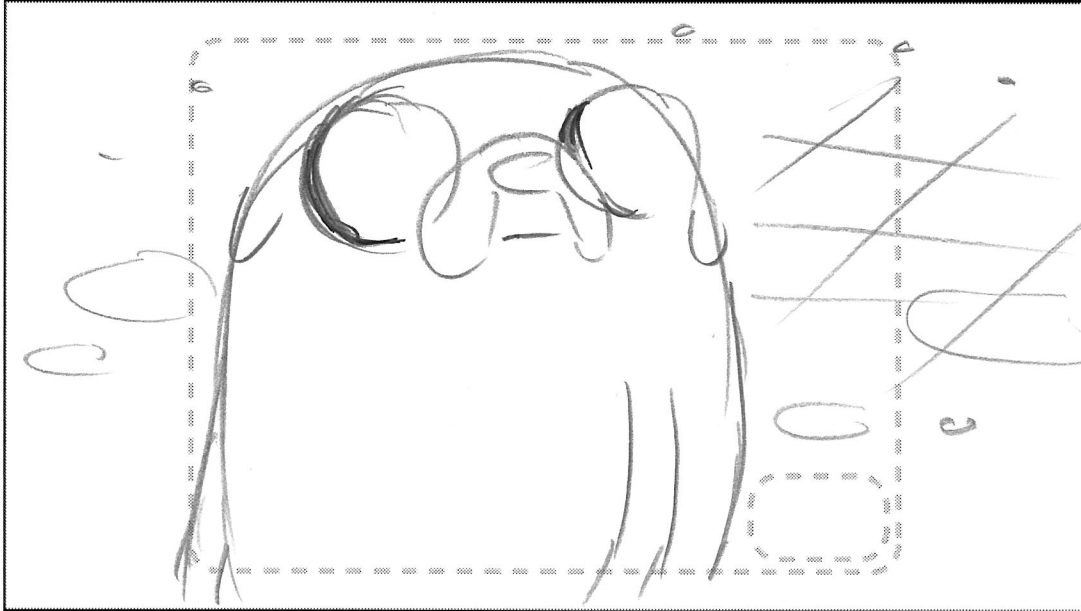
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ADVENTURE TIME

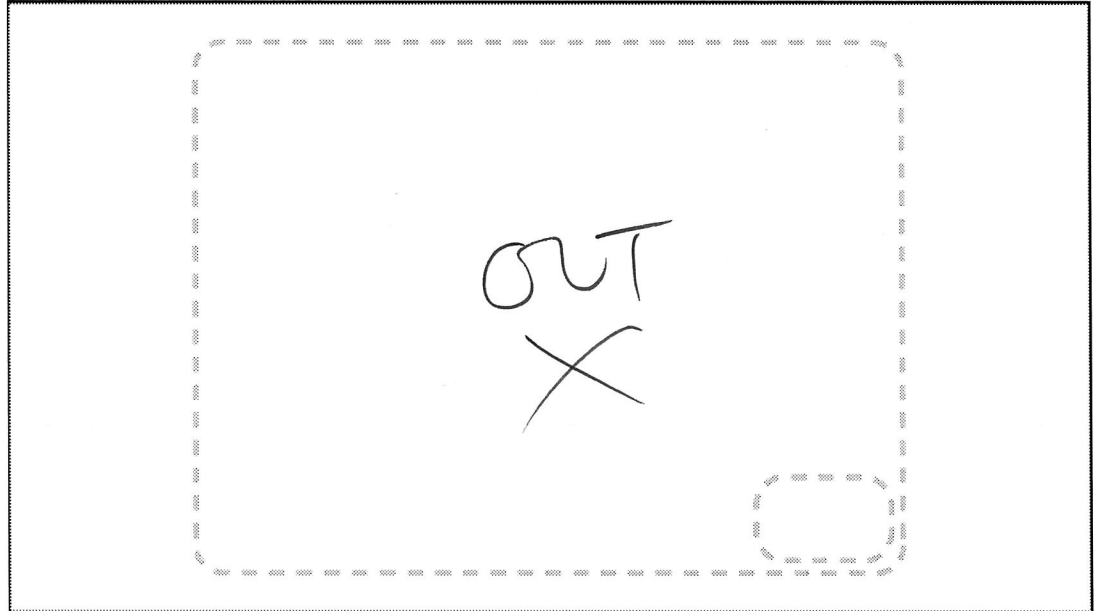


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Sc. 122 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

- BEAT -

Action:

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



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Page _____

Sc.

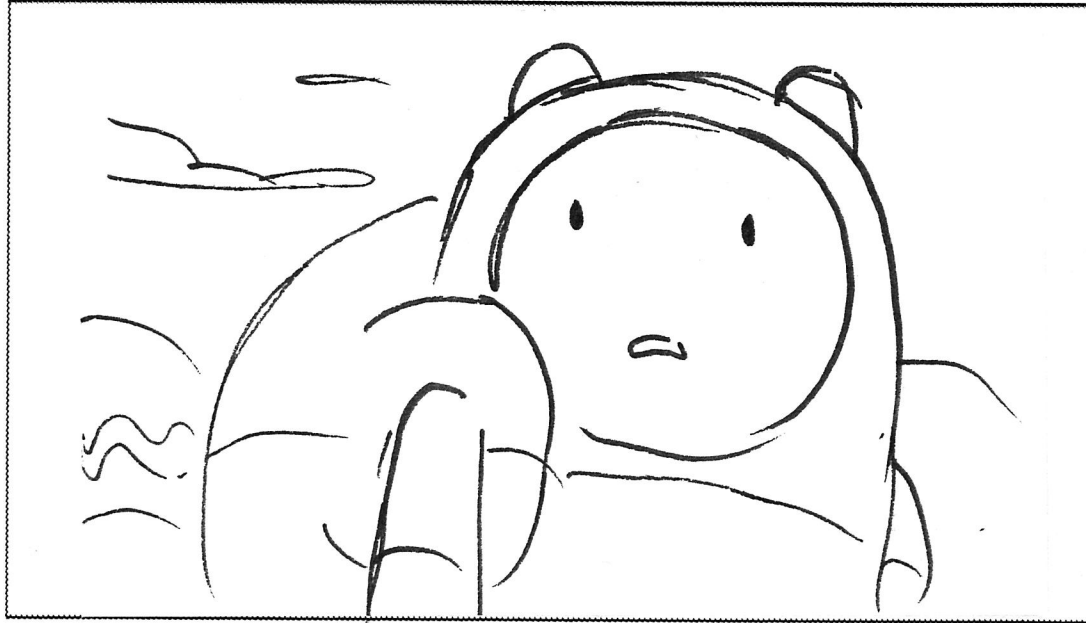
123

Pnl.

A

Bg.

day night



Sc.

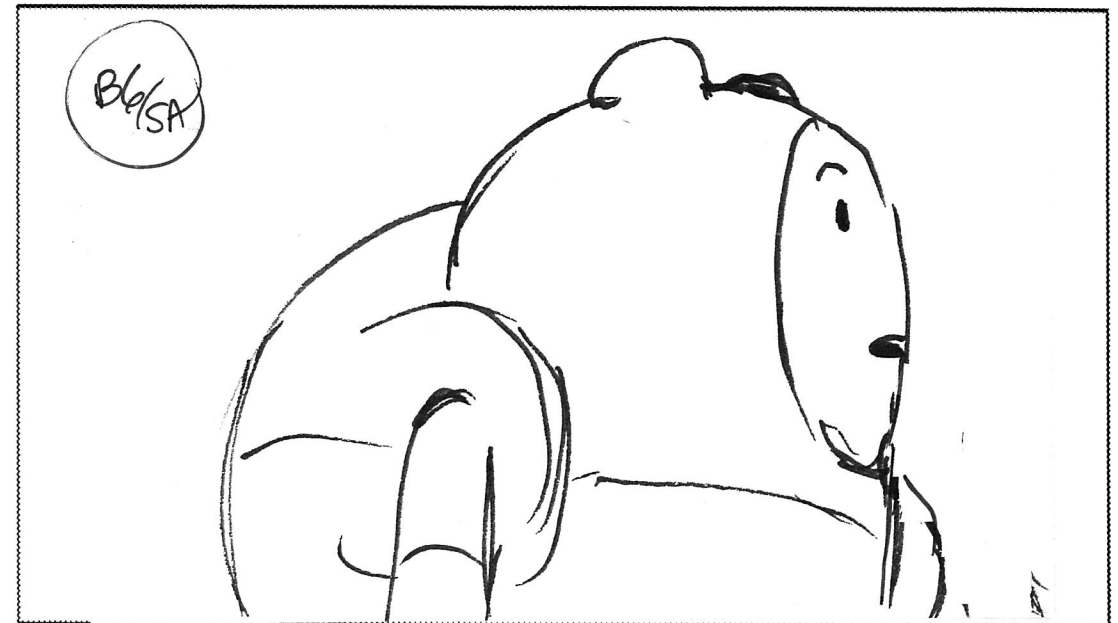
123

Pnl.

B

Bg.

day night



1025-203

49

EPISODE #

Production :

Dialog:

(F:) ...lotta guys
got smushed.

Action:

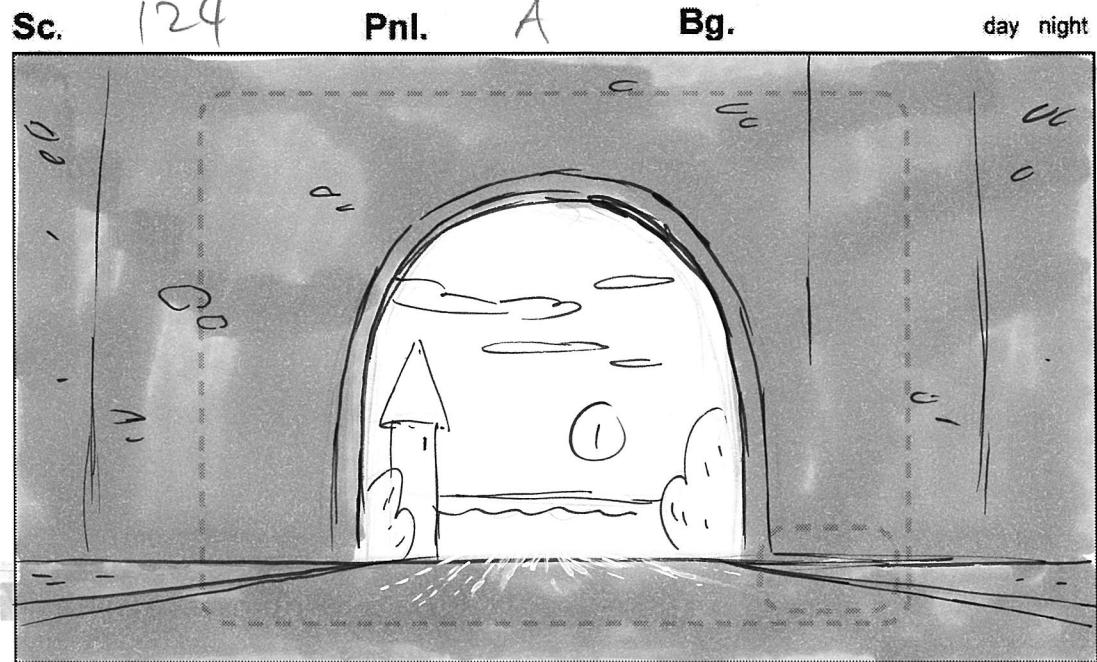
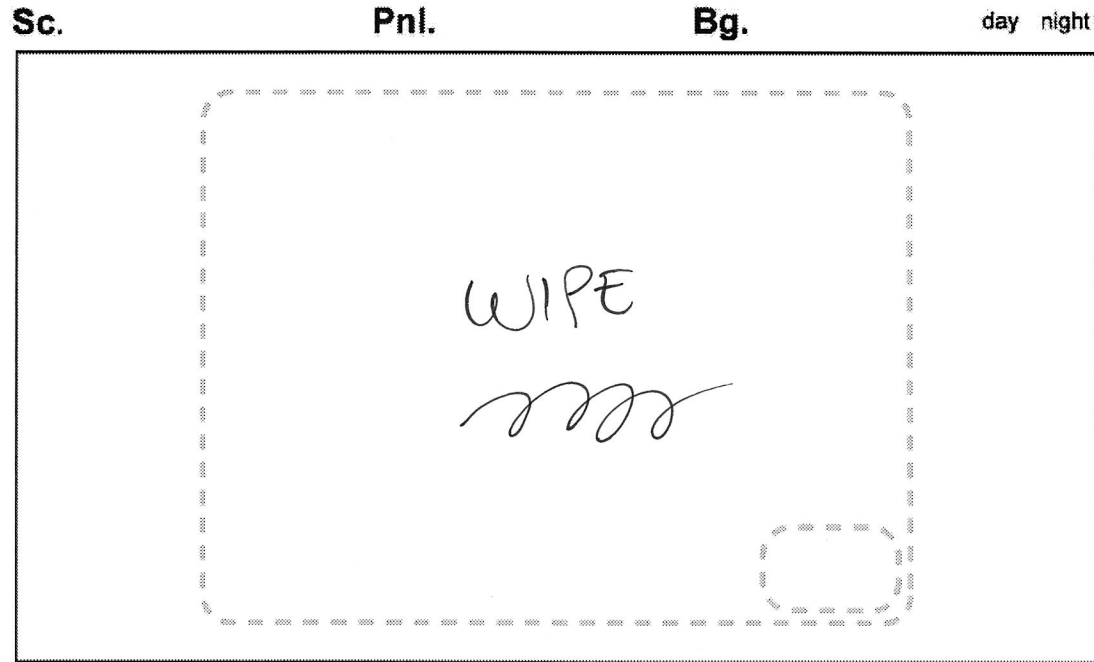
Timing:

(FINN:) No, they need to
hear it from someone
they really trust...

ADVENTURE TIME



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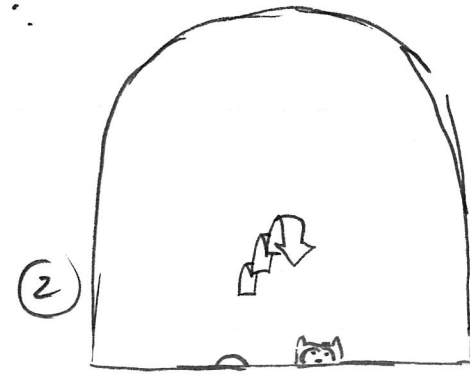
Dialog:

F King of Ooo?!
JAKE King of Ooo?!

Action:

- F+J walk up stairs

Timing:



EPISODE # 1025-203

Production :

ADVENTURE TIME



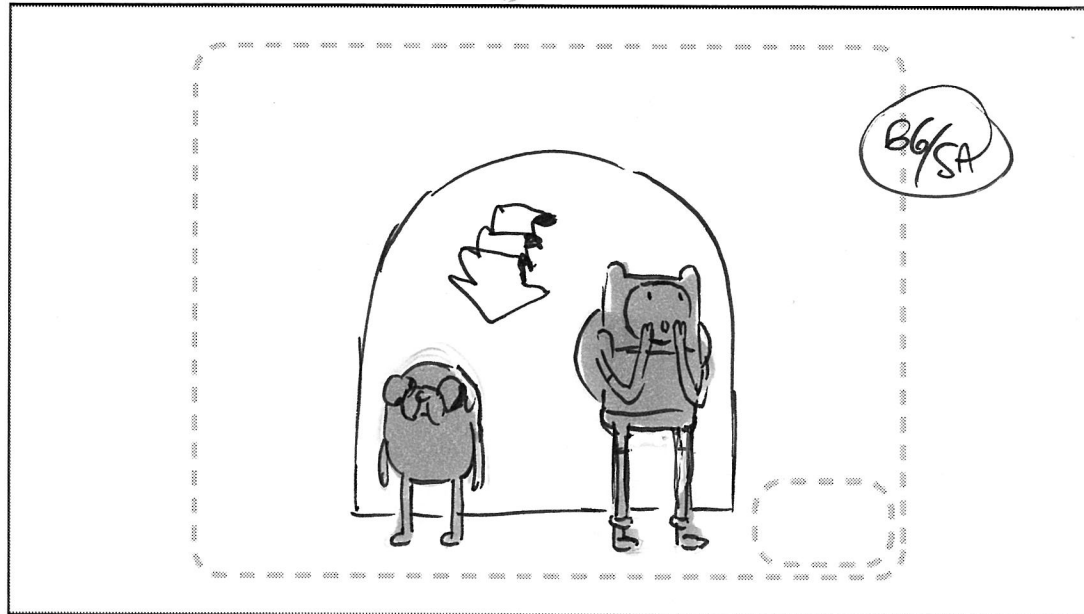
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Sc. 124

Pnl. B

Bg.

day night

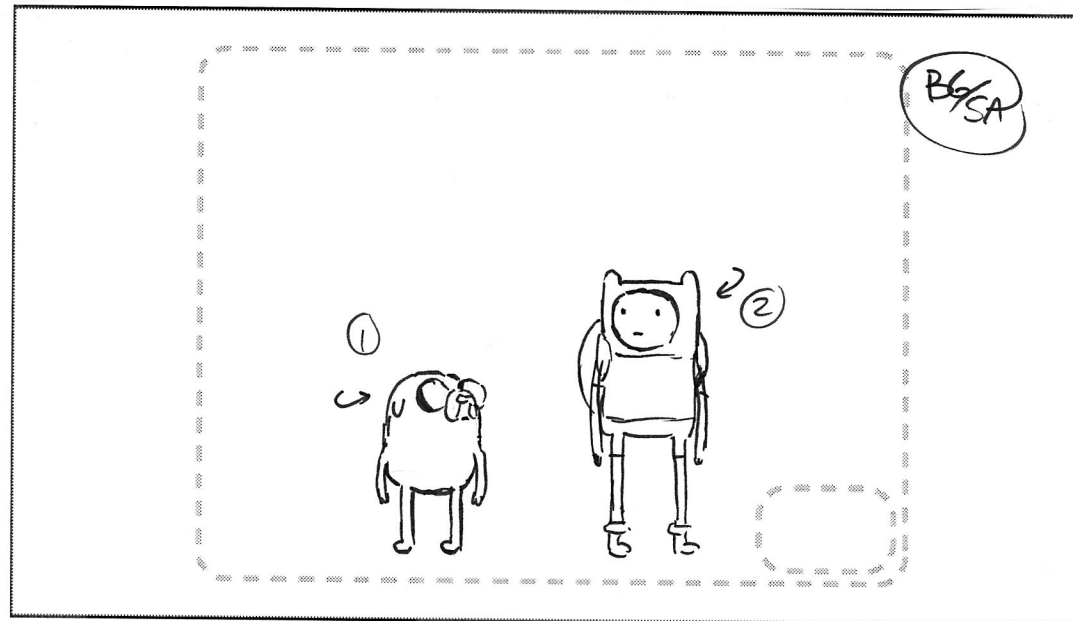


Sc. 124

Pnl. C

Bg.

day night



Dialog:

FINN: KING OF OOO !?

JAKE: Wait, are you saying
"King of Ooo" ?

Action:

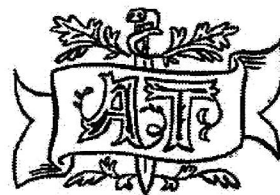
Timing:

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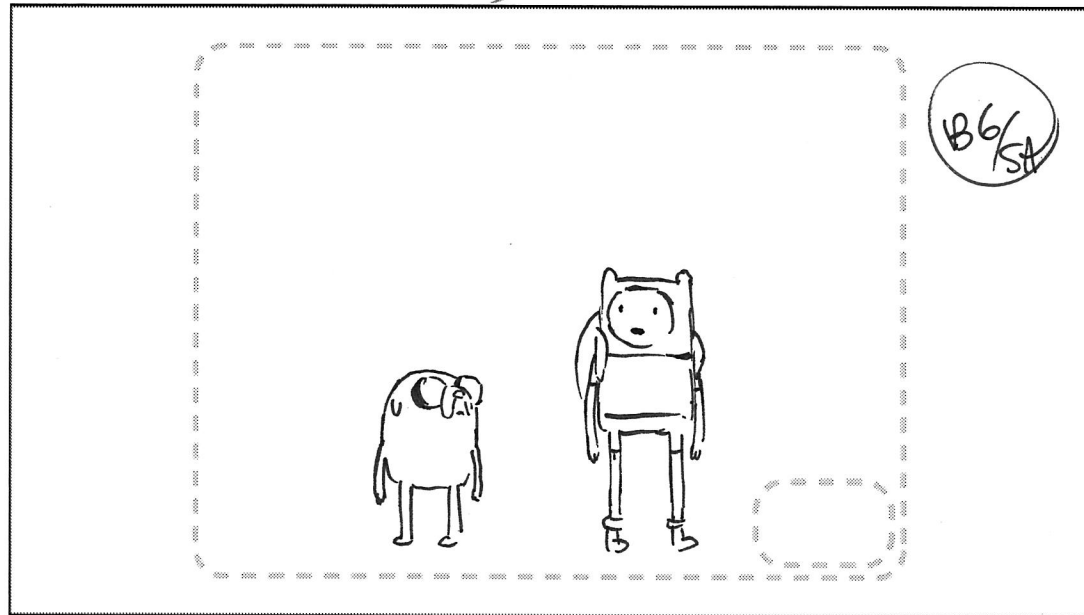
Production :

ADVENTURE TIME

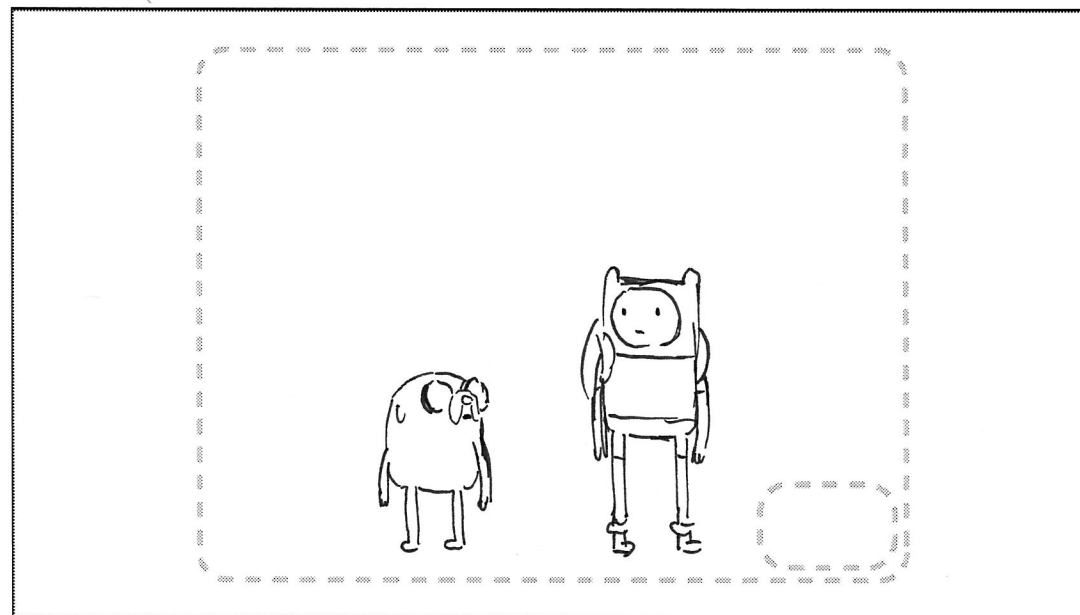


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Sc. 124 Pnl. D Bg. day night



Sc. 124 Pnl. E Bg. day night



Dialog: (F:) What? What are you saying?

(JAKE:) I thought it was "Kinkoff Goo".

Action:

Timing:

1025-203

EPISODE #

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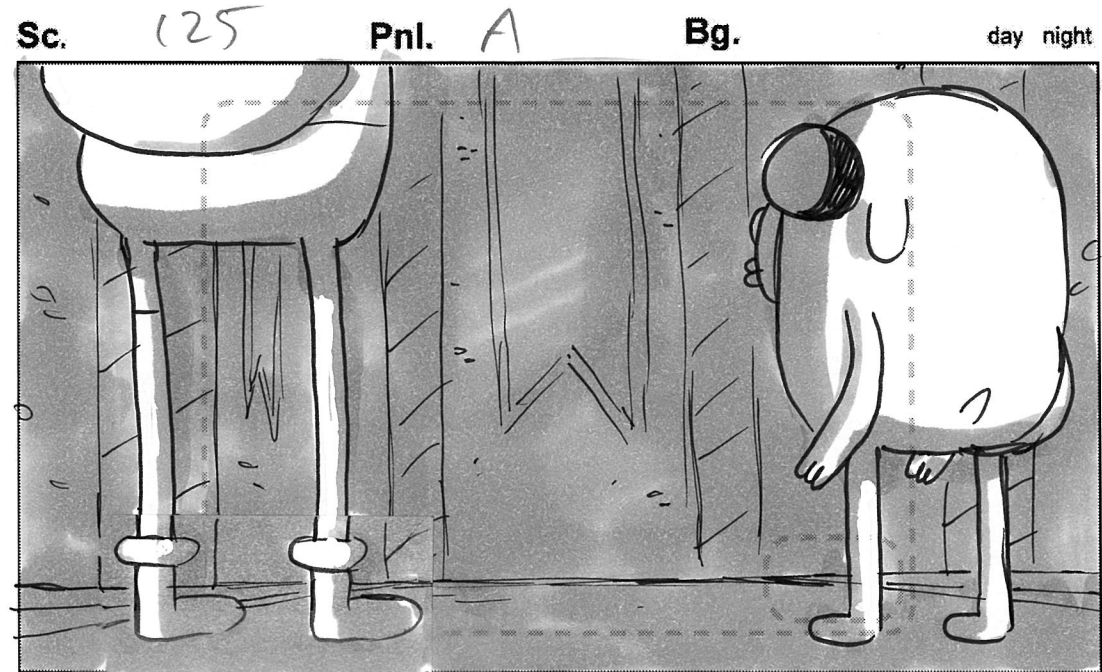
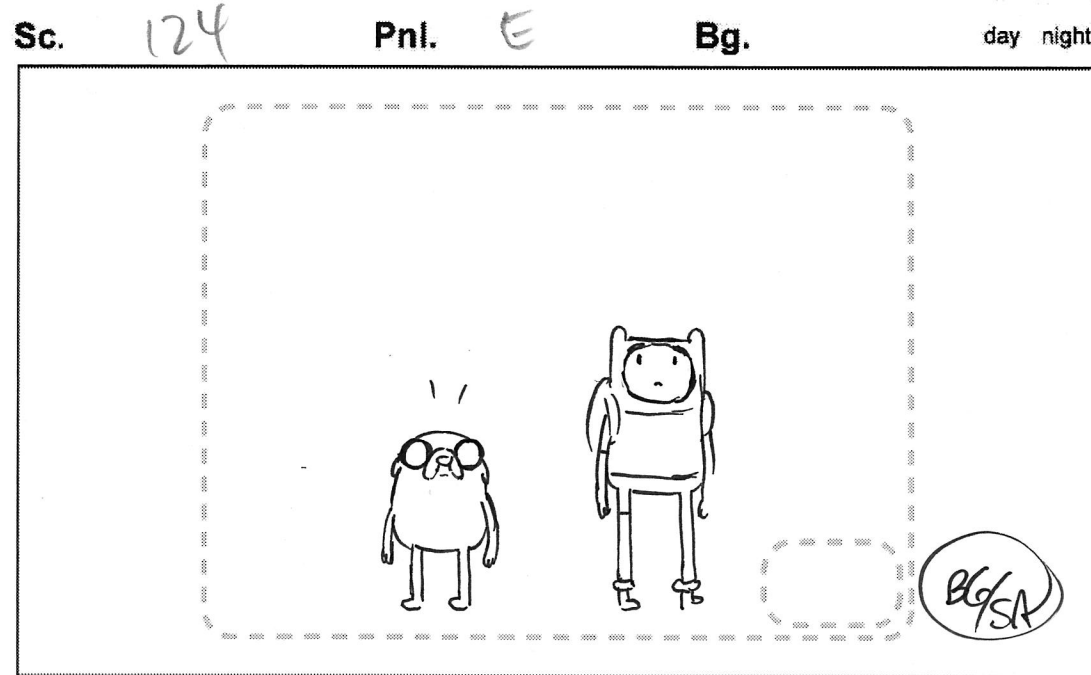
Production :

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ADVENTURE TIME



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Dialog: SFX: *distant mechanical repair/bmging *

(J:) You hear that?

Action: ☆ not sure what this BG should be... couldn't find this shot in other eps...

Timing:

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EPISODE #

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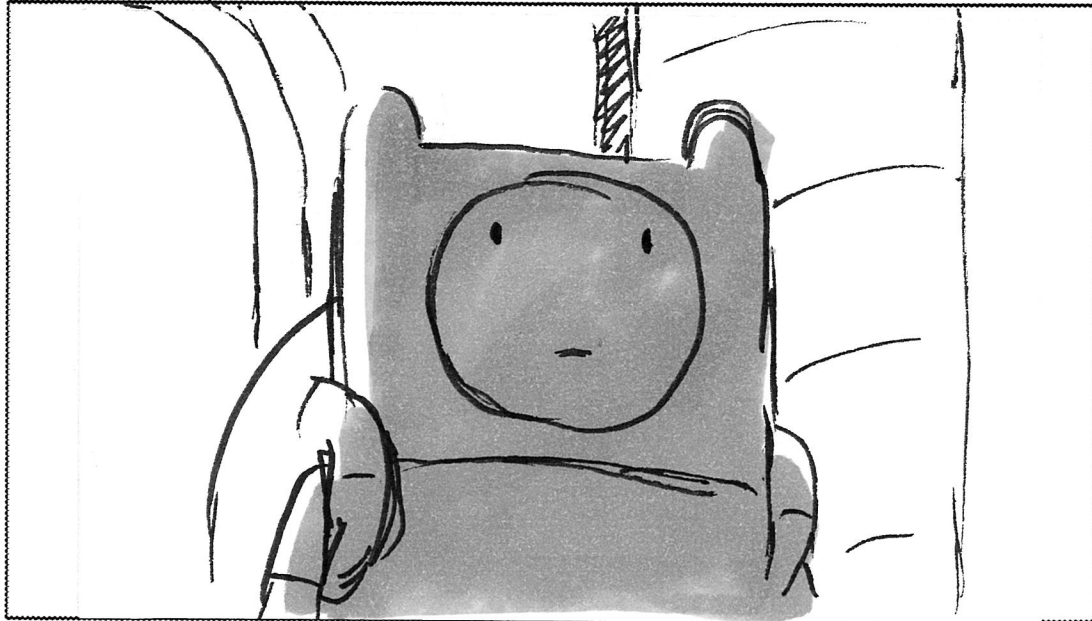
Production :

ADVENTURE TIME

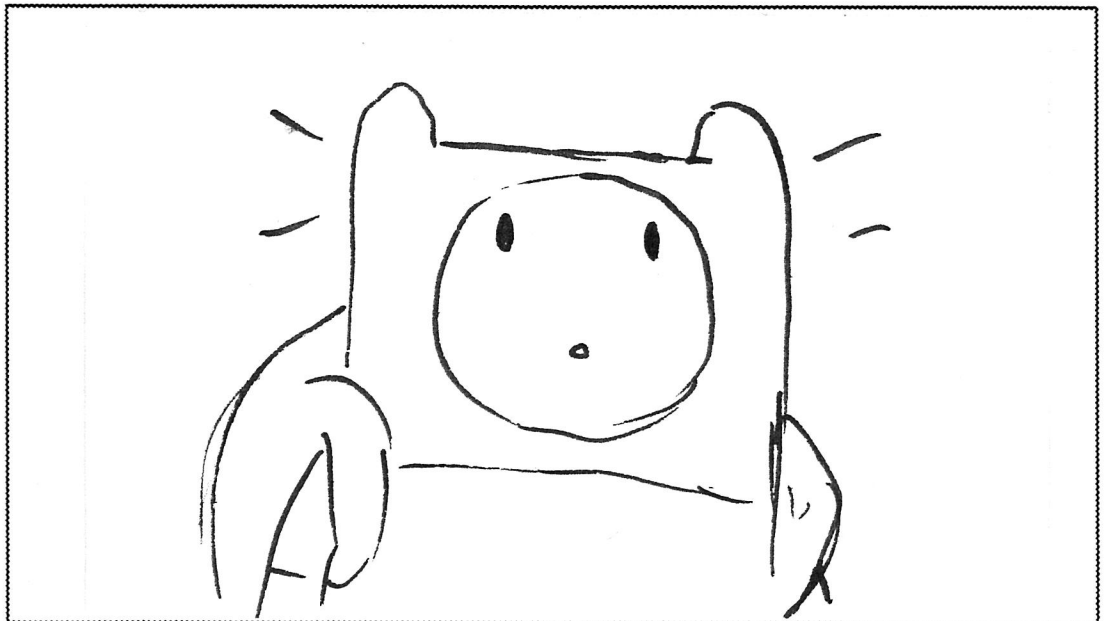


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Sc. 126 Pnl. A Bg. day night



Sc. 126 Pnl. B Bg. day night



Dialog:

- BEAT -

(SFX): * distant
metal
noises *

Action:

- Finn hears mysterious noises in distance

Timing:

1025-203

EPISODE #

54

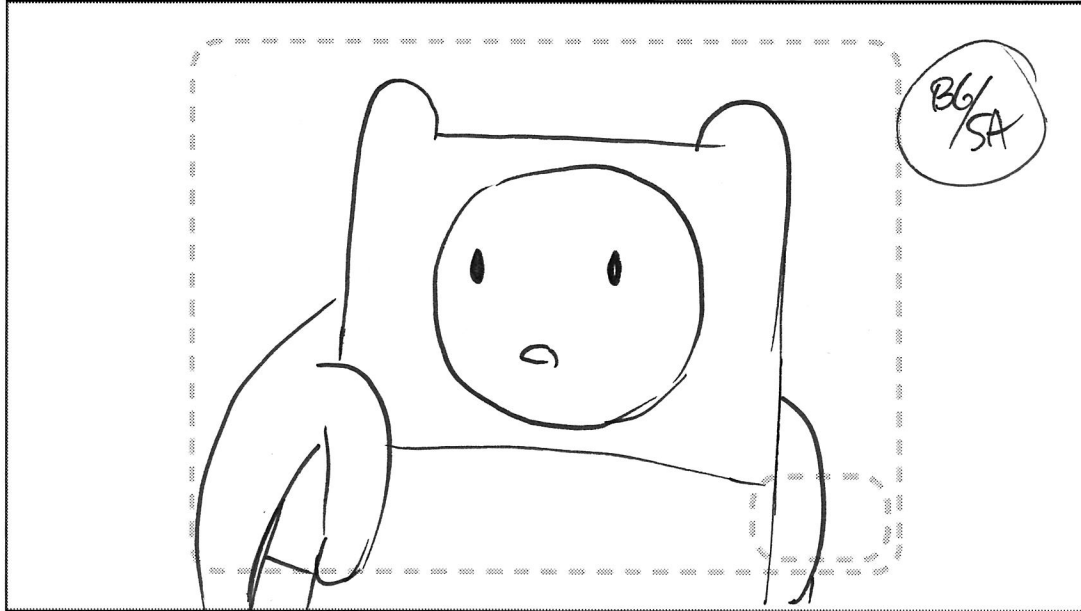
Production :

ADVENTURE TIME

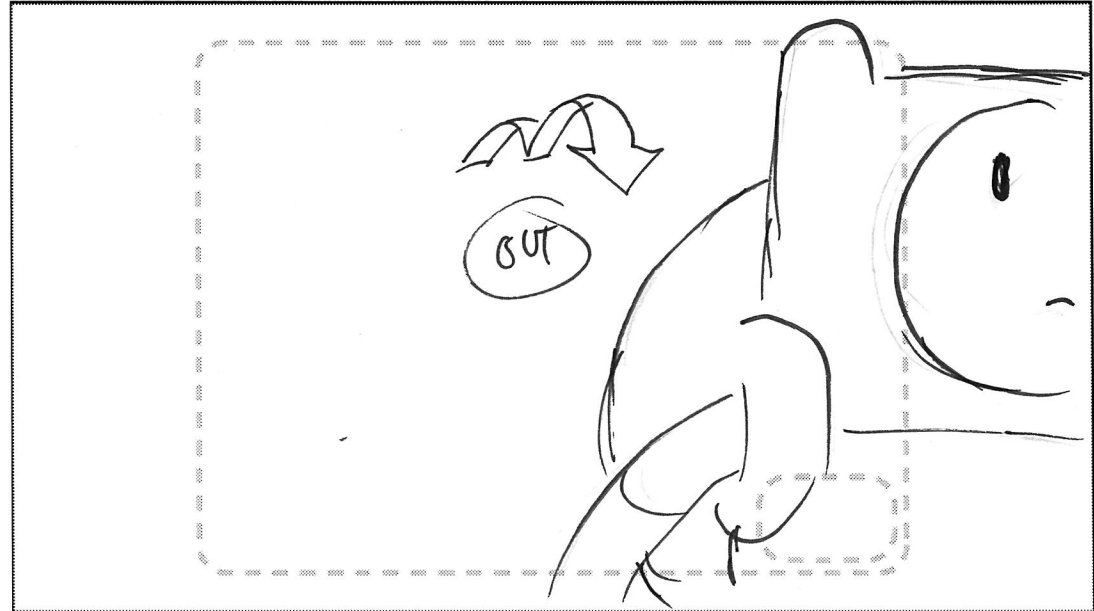


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Sc. 126 Pnl. C Bg. day night



Sc. 126 Pnl. D Bg. day night



Dialog:

(F:) Downstairs.

Action:

- Finn jogs off screen

Timing:

EPISODE #

1025-203

SS

Production :

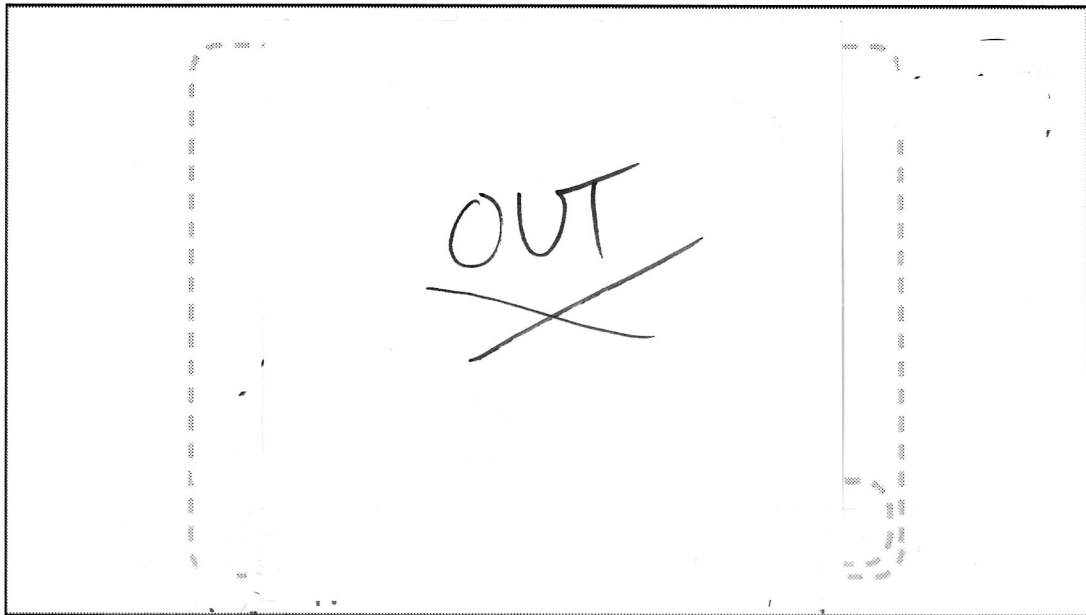
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ADVENTURE TIME

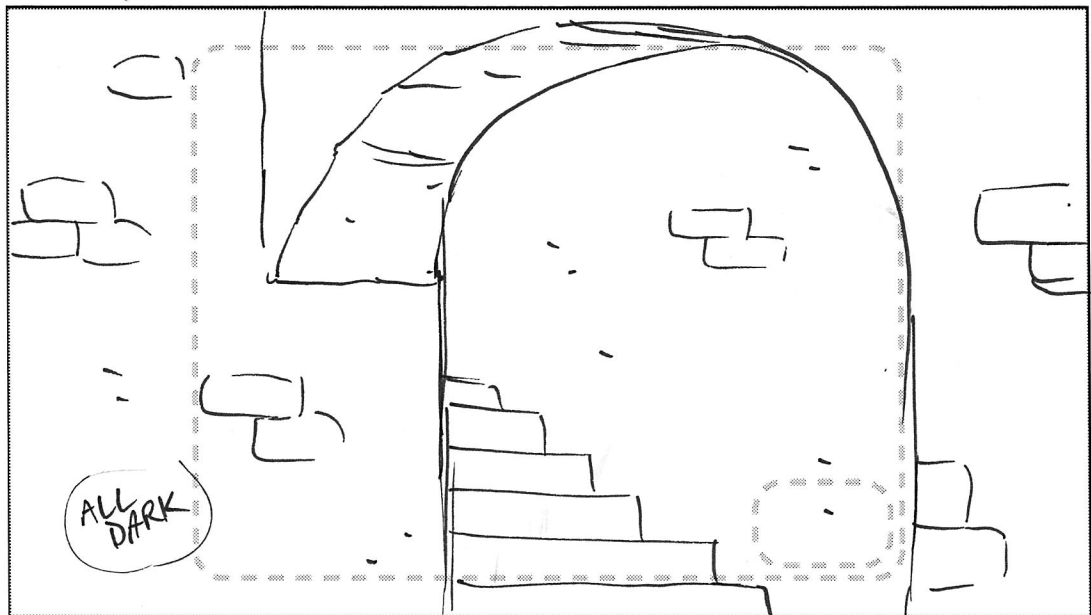


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Sc. Pnl. Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:	(F: (OS) (distant) King of Ooo?
Action:	
Timing:	

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EPISODE #

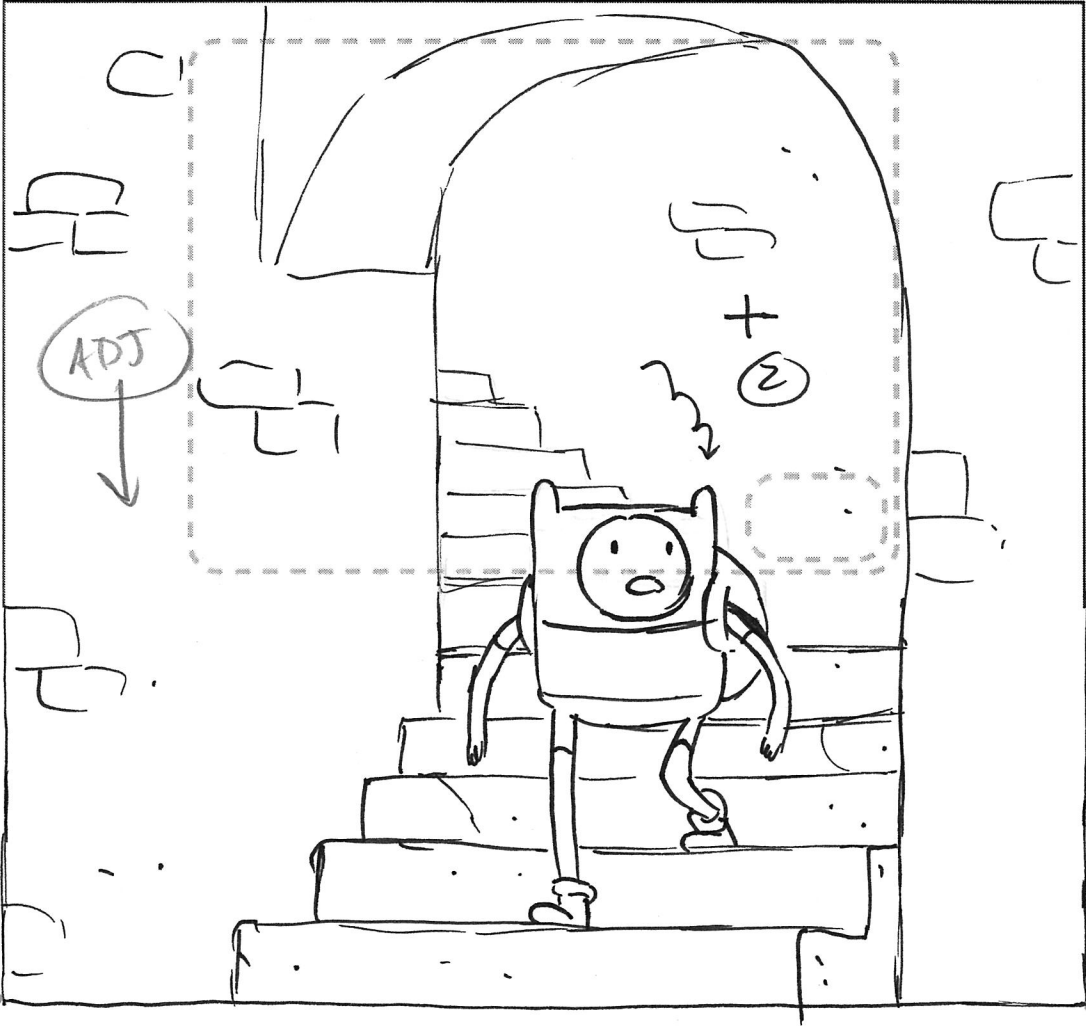
Production :

56

ADVENTURE TIME



Sc. 127 Pnl. B Bg. day night



Dialog:	(F:) King of Ooo?!
Action:	
Timing:	

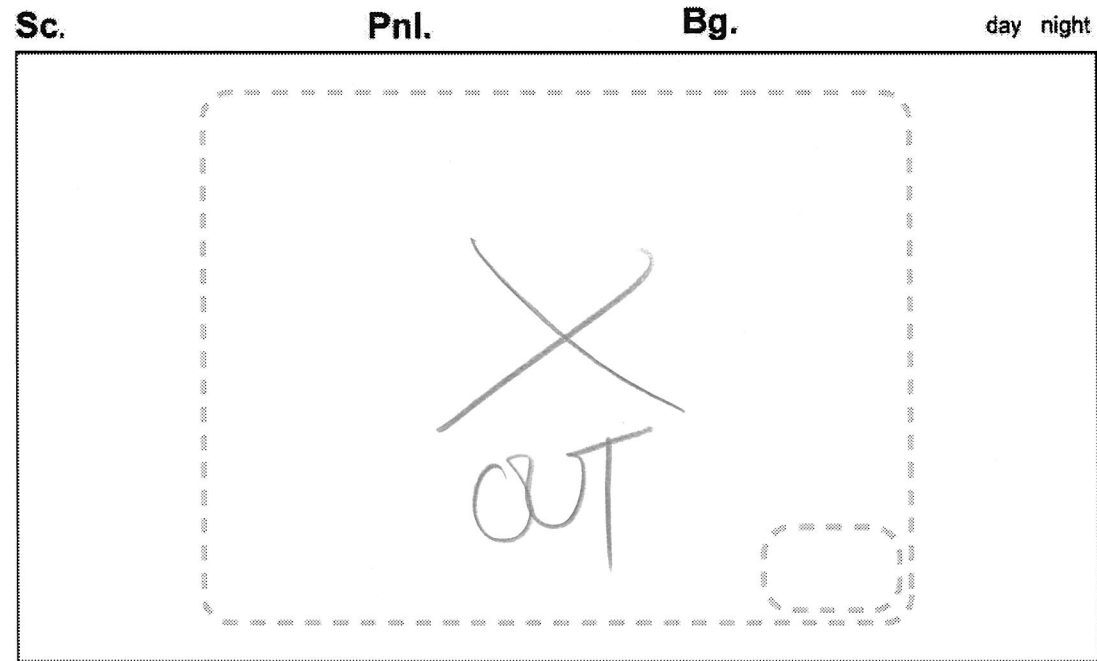
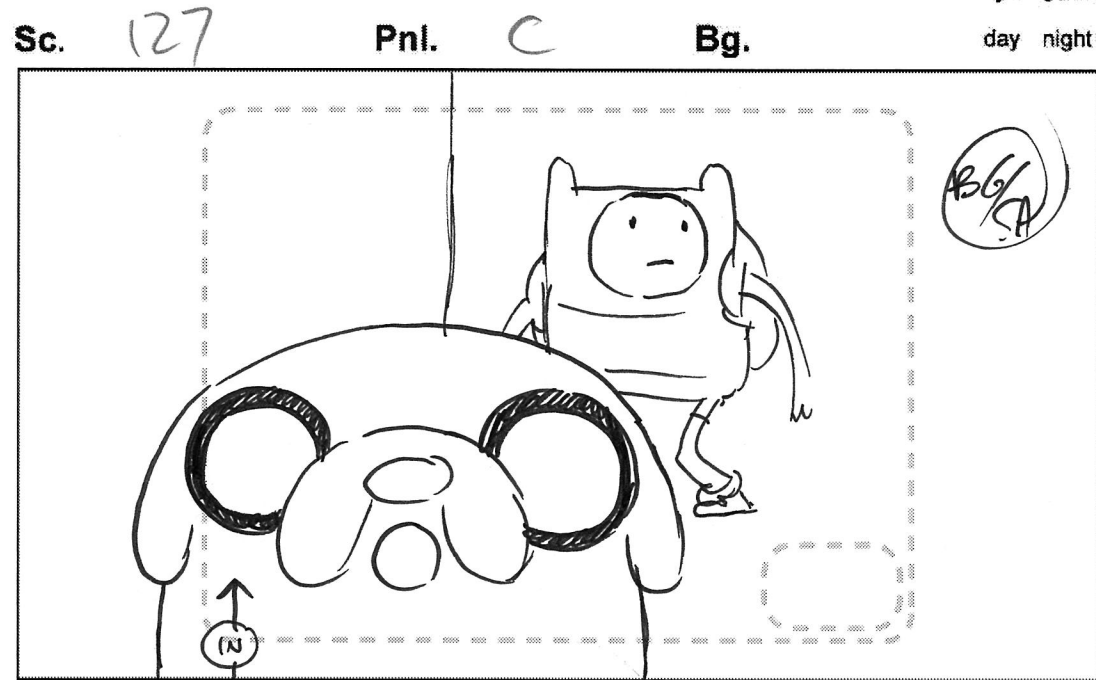
Production :
EPISODE #
1025-203

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ADVENTURE TIME



Page 175



Dialog: JAKE: KING OF OOD !?

Action:

Timing:

EPISODE # 1025-203

Production #

Production :

58

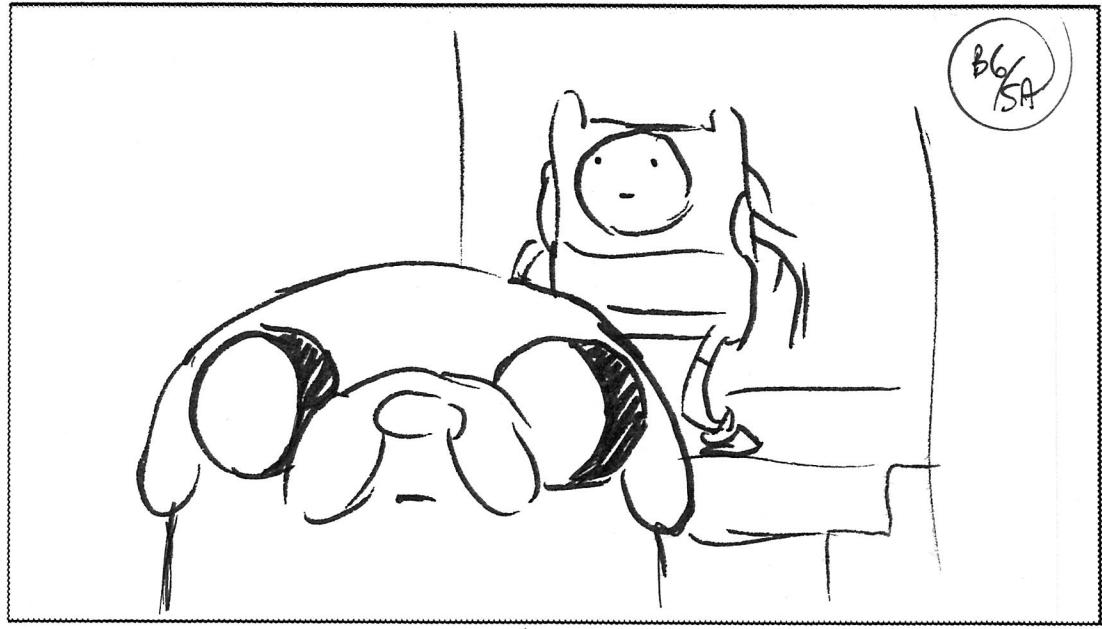
ADVENTURE TIME



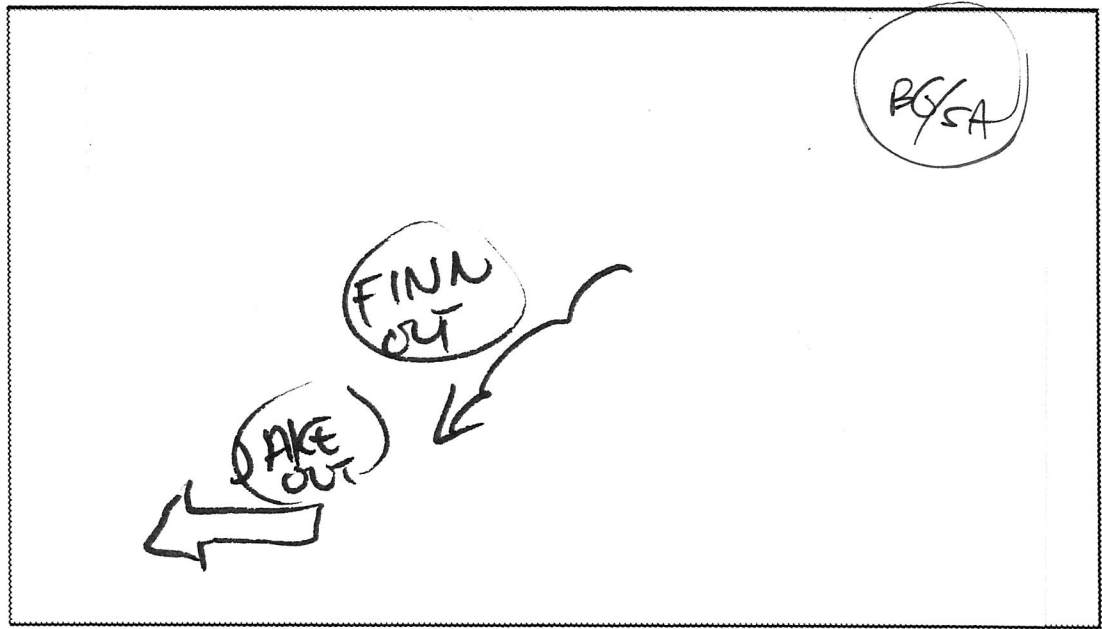
176

Page _____

Sc. 127 Pnl. D Bg. day night



Sc. 127 Pnl. E Bg. day night



Dialog:	SEX: metal stuff - some but closer
Action:	- F+J hear mysterious noises off screen
Timing:	

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1025-203

EPISODE #

59

Production :

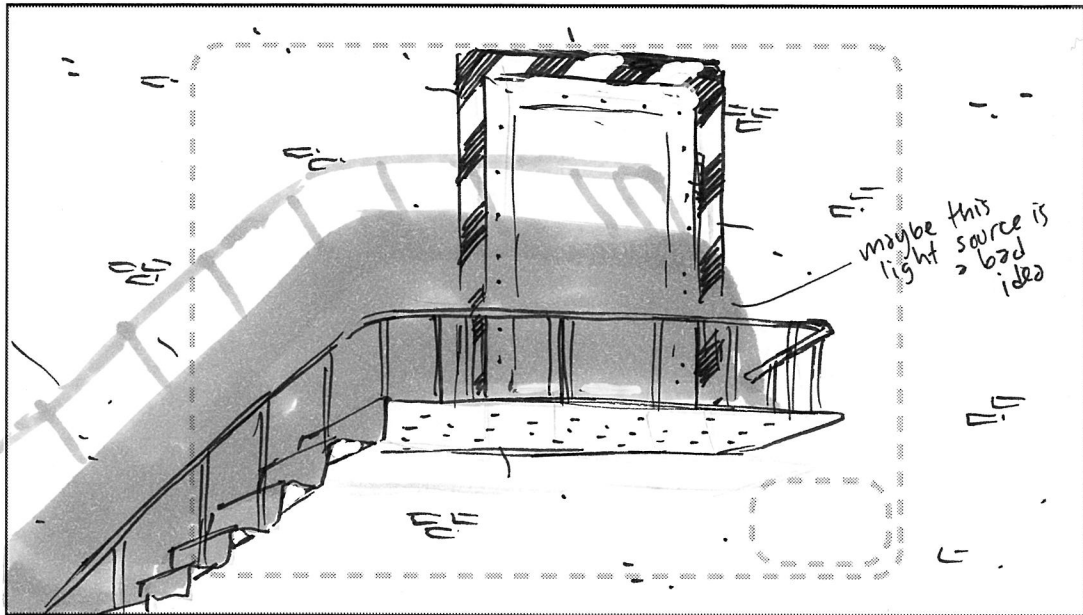
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ADVENTURE TIME

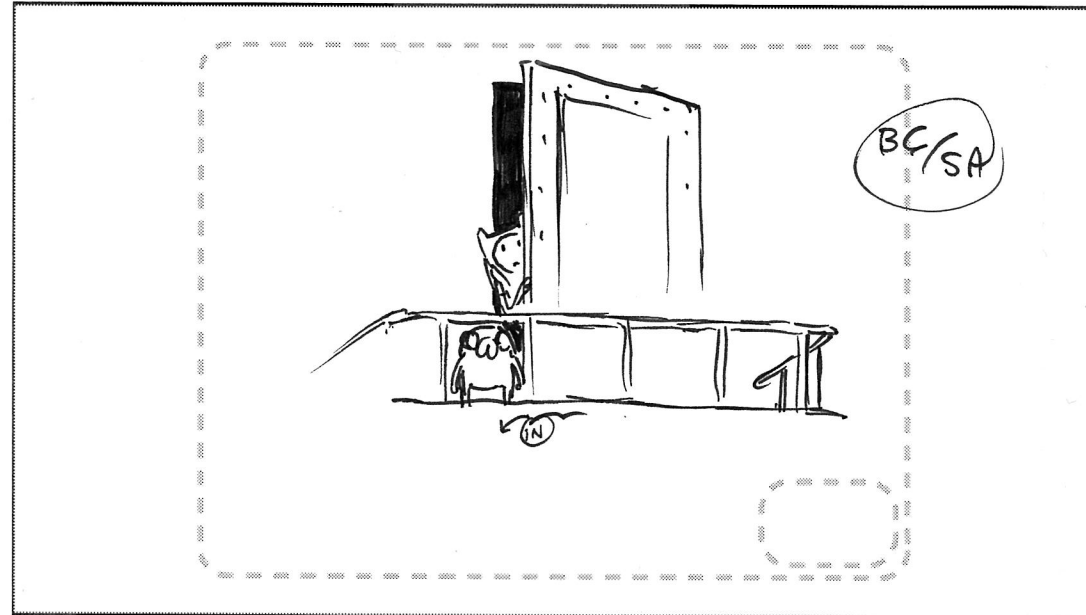


Page 177

Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:

SFX: mechanical repair efx, *
louder now *

Action:

- Finn peeks through door,
Jake walks in.

Timing:



Production :

EPISODE #

1025-203

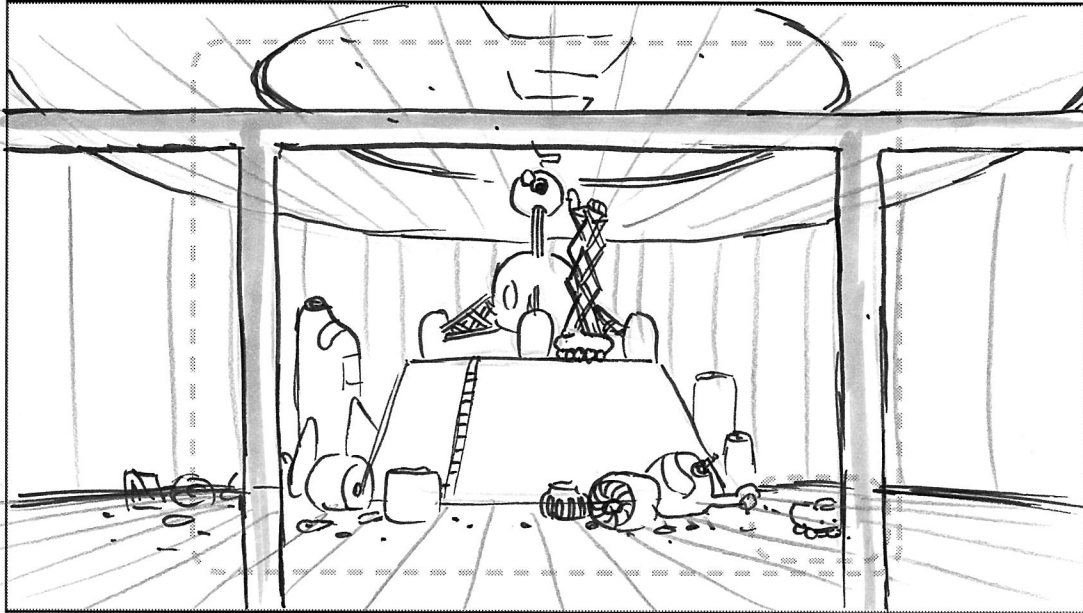
60

ADVENTURE TIME

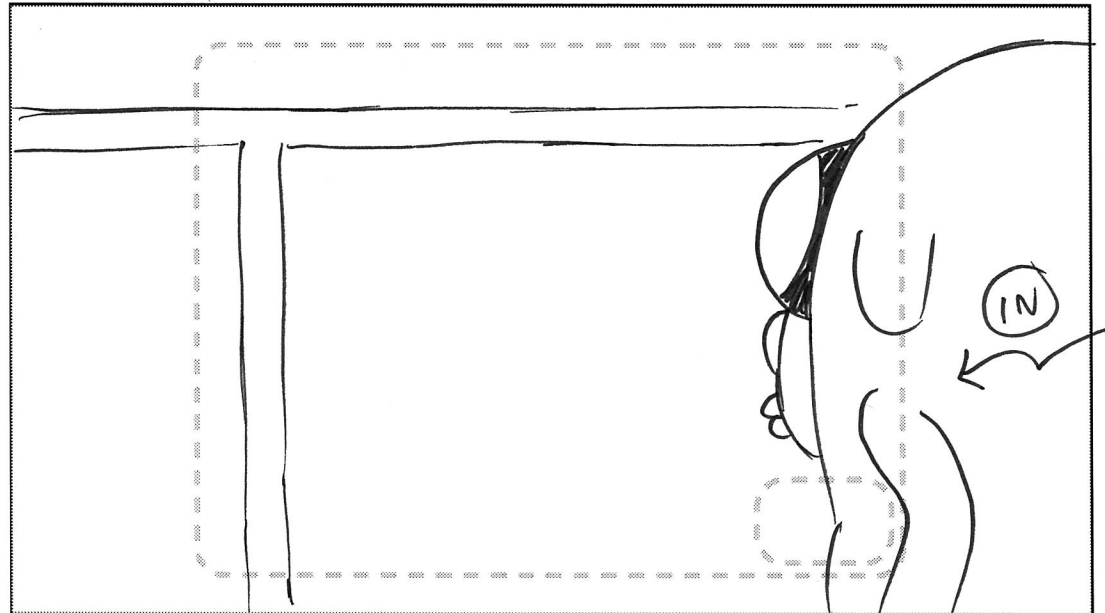


Page 178

Sc. 129 Pnl. A Bg. day night



Sc. 129 Pnl. B Bg. day night



Dialog:

(JAKE :) What the?

Action:

Timing:

EPISODE #

Production :

1025-203

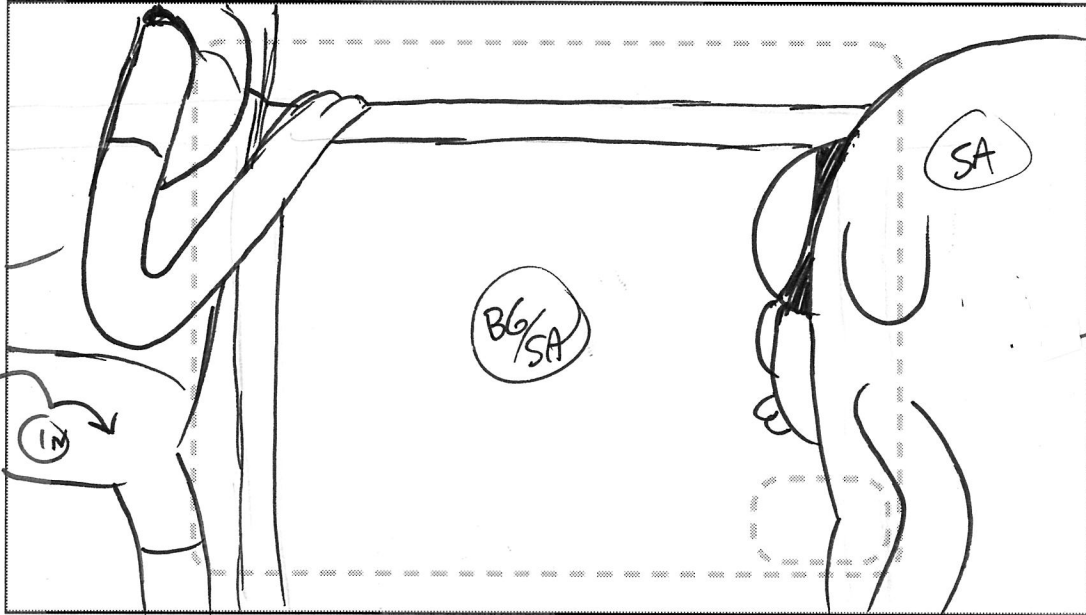
61

ADVENTURE TIME

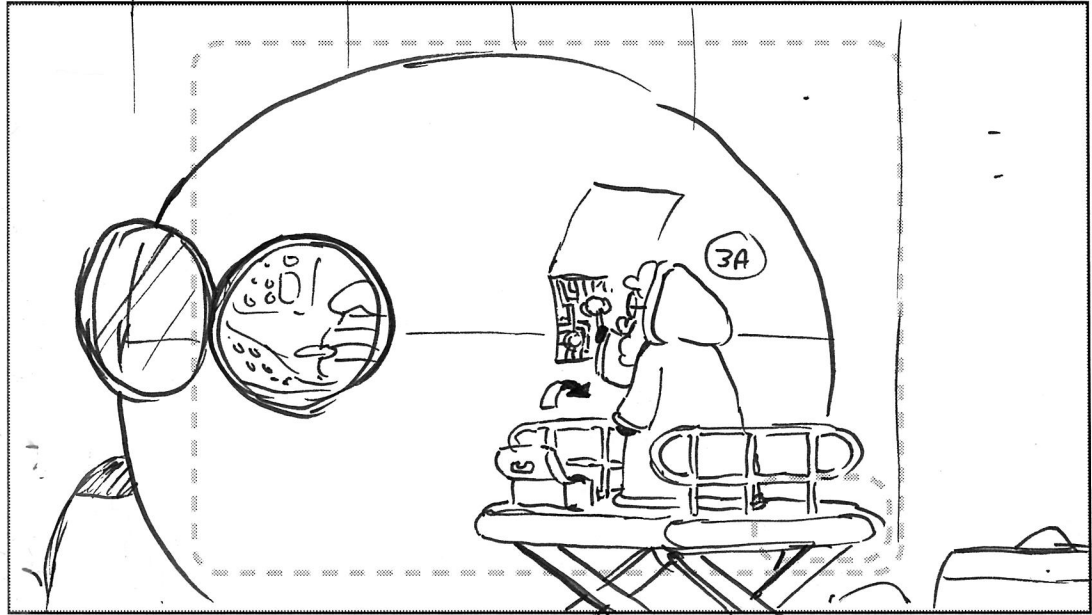


Page 179

Sc. 129 Pnl. C Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:

(FINN): It's that guy from before...

Action:

Timing:

(F): Y'see him? (J): Yeah I see.



3A 3B 3A 3B

- Gunter selects hammer, hammers on panel

EPISODE #

Production :

1025-203

62

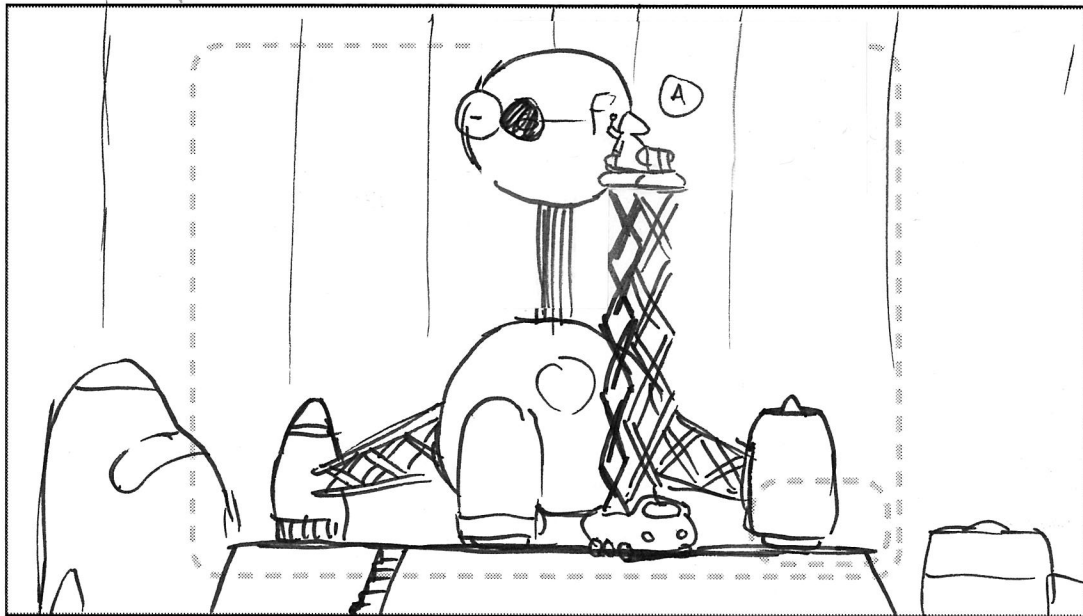
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ADVENTURE TIME

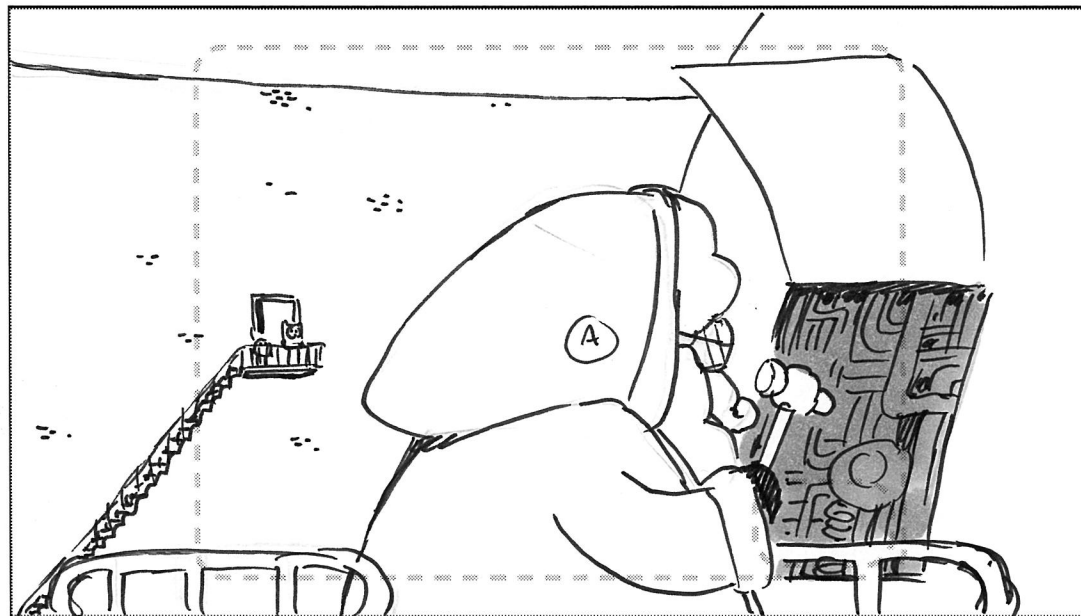


Page 180

Sc. 131 Pnl. A Bg. day night



Sc. 132 Pnl. A Bg. day night



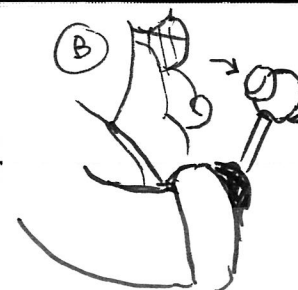
Dialog: FINN OS He's muckin around with PB's ship..... added all kindsa engines to it...

SFX(hammer)(slowish): * tink-tink-tink*

Action: - Gunter hammers panel
A B A B etc.



A B A B etc.
- Gunter slowly hammers



Timing:

1025-203

EPISODE #

63

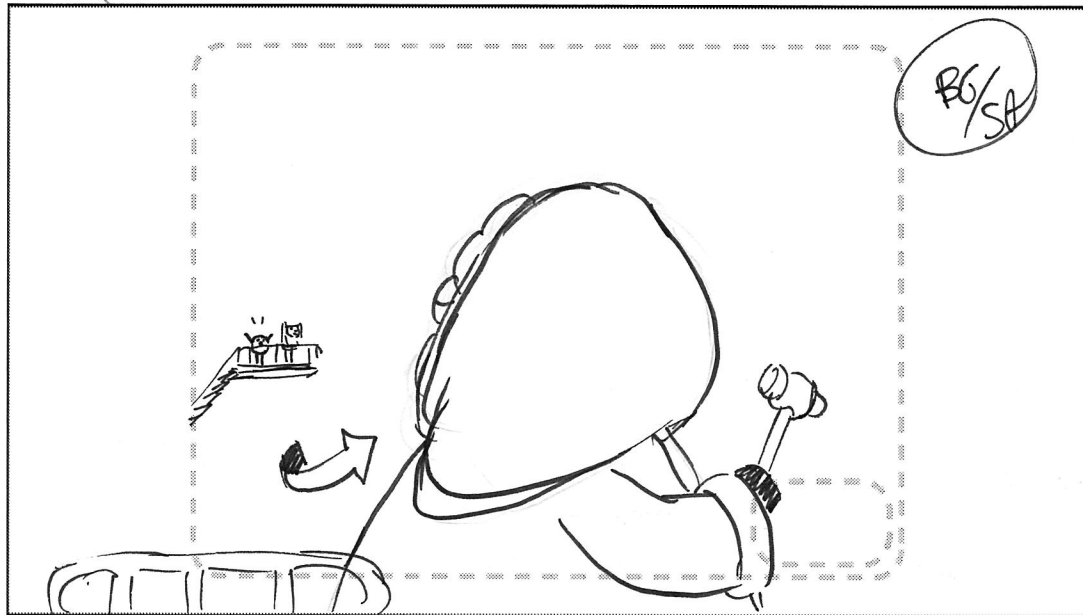
Production :

ADVENTURE TIME

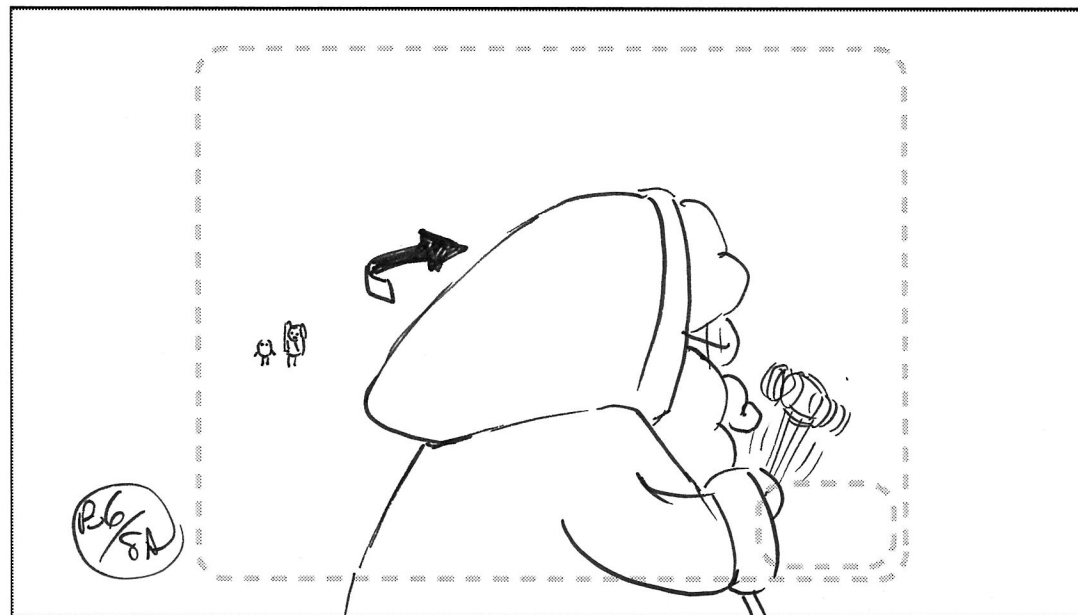


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Sc. 132 Pnl. B Bg. day night



Sc. 132 Pnl. C Bg. day night



Dialog: (JAKE) HEY!!

(SFX) = tinktinktinktink
tinkfinkfink =

Action: - Gunter starts hammering super fast/
~~paniced~~ panic-like

Timing:

1025-203

EPISODE #

64

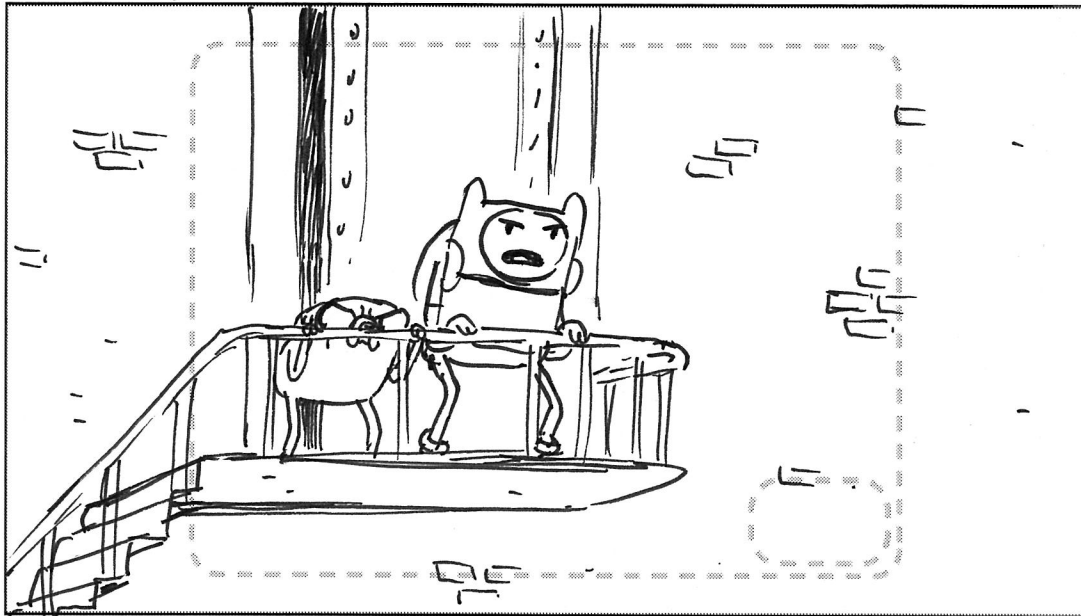
Production :

ADVENTURE TIME

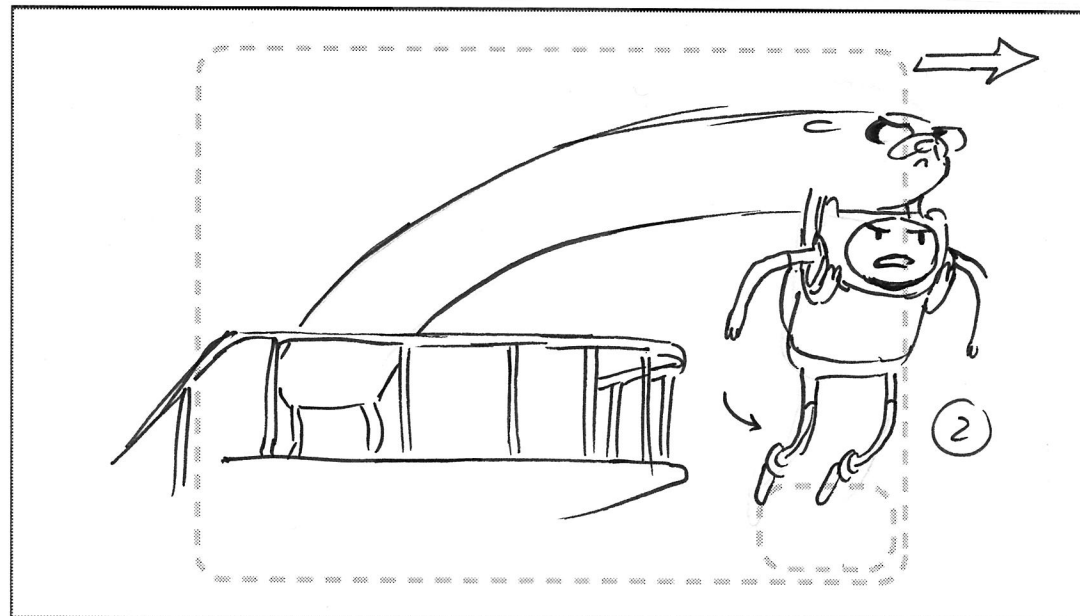


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Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:

(Finn.) HEY WHATTAYA THINK YOU'RE DOIN' ?!

Action:

- Jake lifts Finn, carries him offscreen

Timing:



Production :

EPISODE #

1025-203

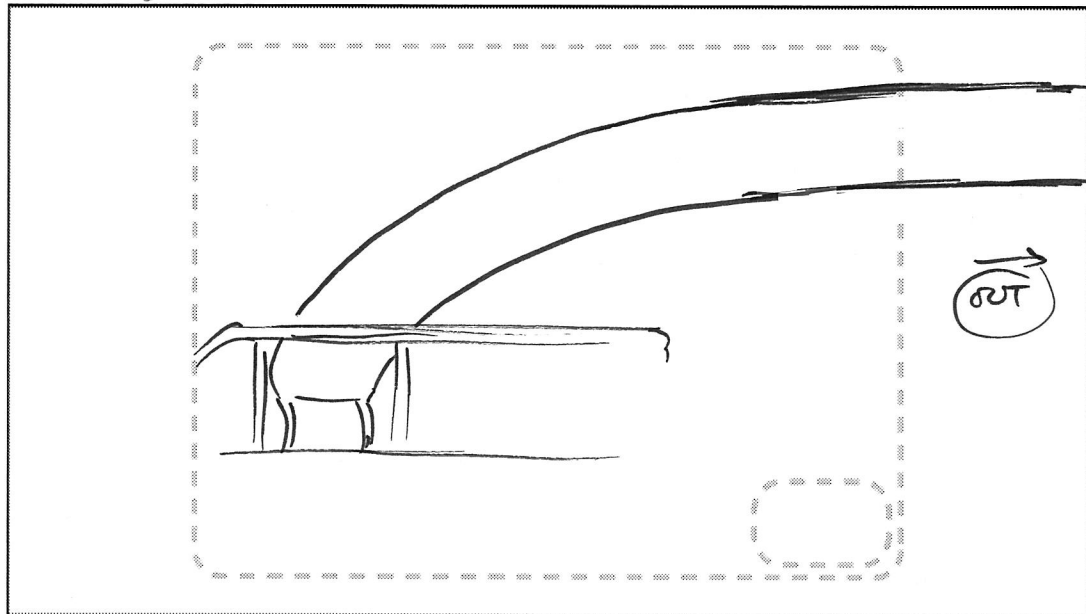
65

ADVENTURE TIME



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Sc. 133 Pnl. C Bg. day night



Sc. 134 Pnl. A Bg. day night

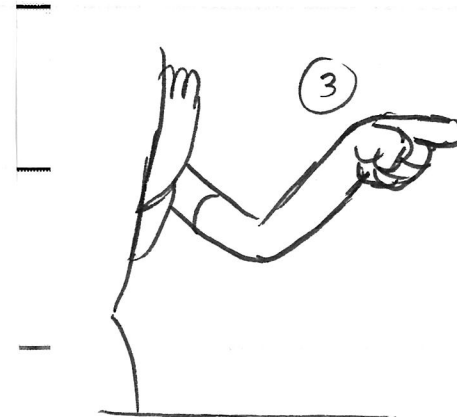
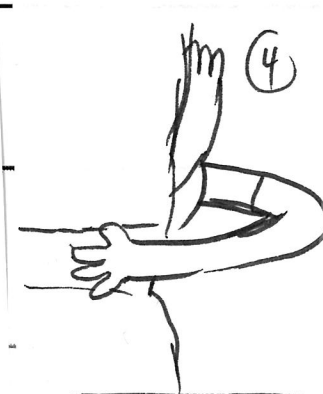


Dialog:

Action:

Timing:

(F:) ① PB don't let ② nobody ③ touch her schtuff - ④ not even me, and I'm cool ② least of all ③ you →



Production :

EPISODE #

1025-203

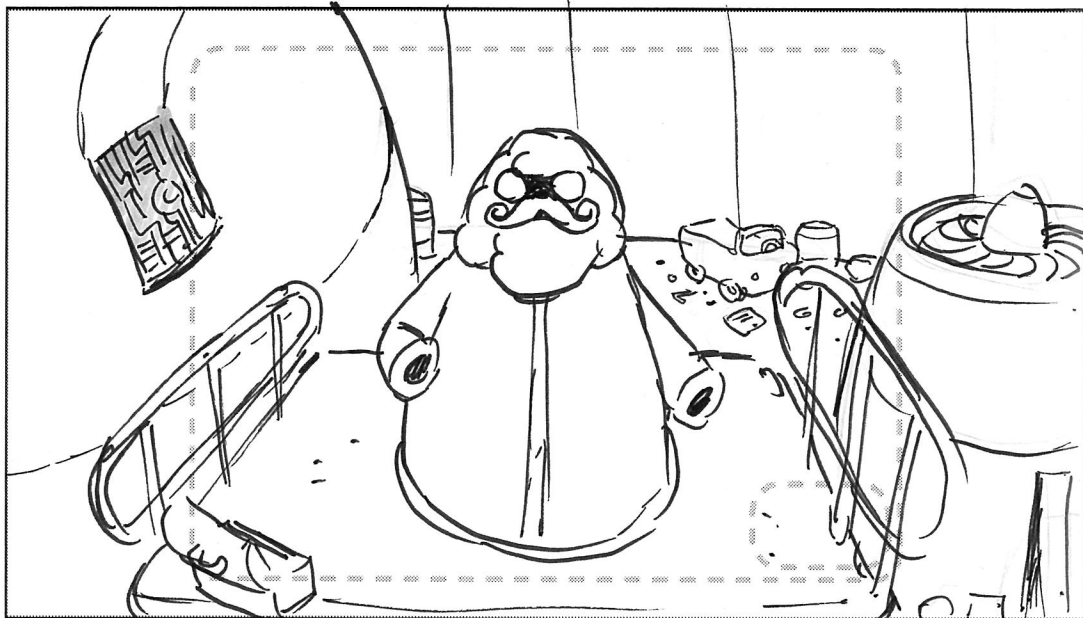
66

ADVENTURE TIME

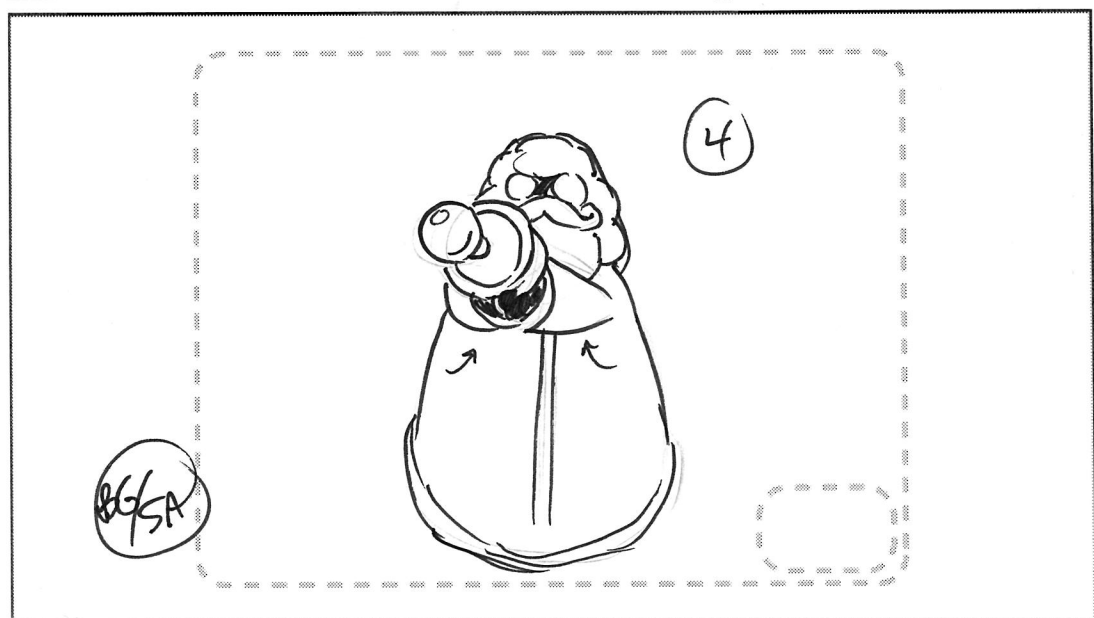


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Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night

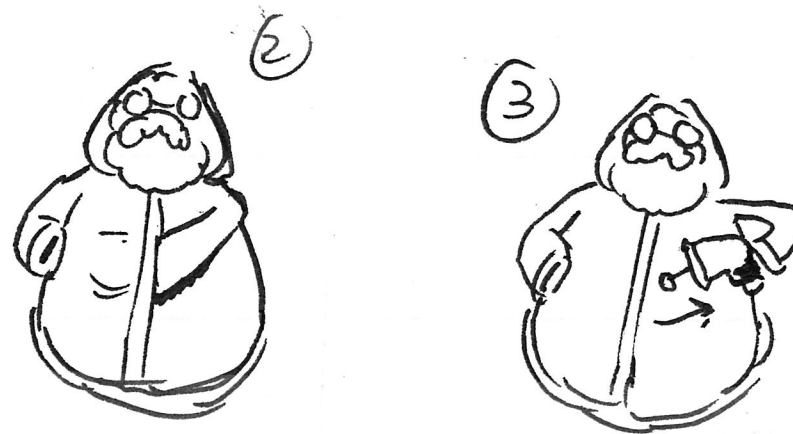


Dialog: (Finn) OS → you sauce-tastin' brian-sniffer WHOAAA!

Action: - Gunter points
condy lozer at F+J

Say as one
word, but cut in
the middle so
"WHO!" is in next
scene

Timing:



Production :

EPISODE #

1025-203

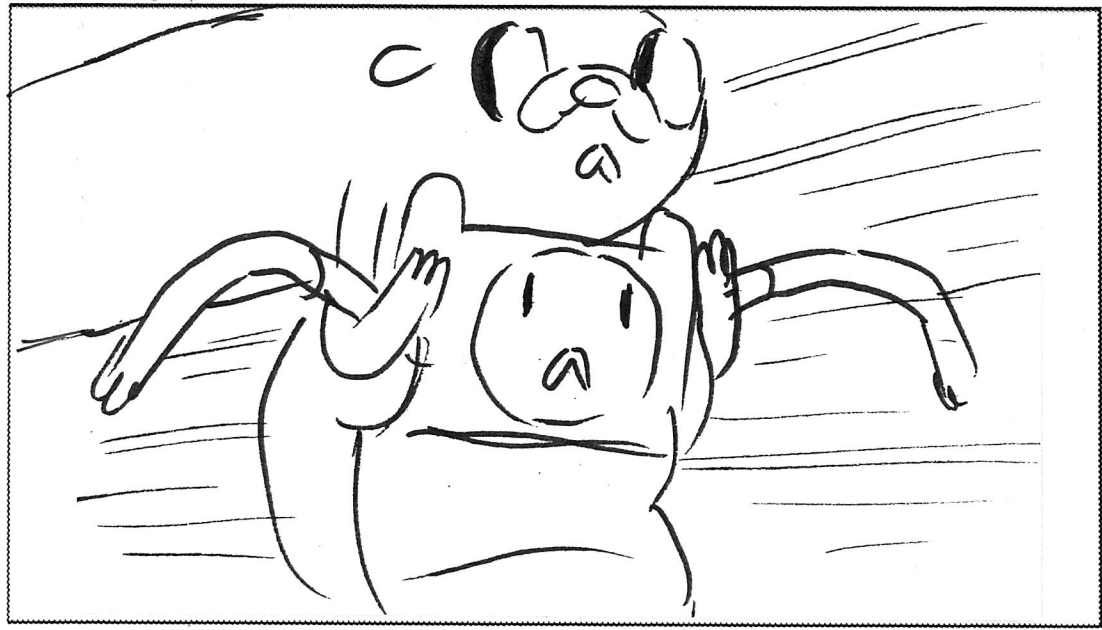
ADVENTURE TIME



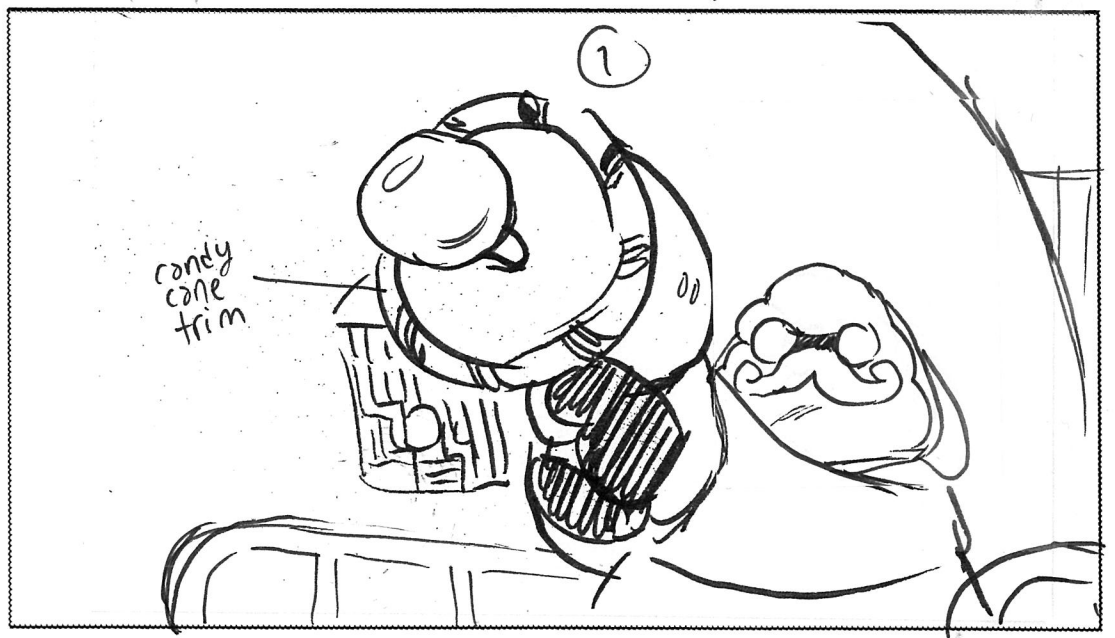
185

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Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



1025-203

EPISODE #

65

Production :

Dialog:	<p>Finn J * GASP! *</p> <p>F: whoa whoa whoa!</p>
Action:	<p>SFX: ZAP!</p> <p>- Gunter fires candy laser</p>
Timing:	



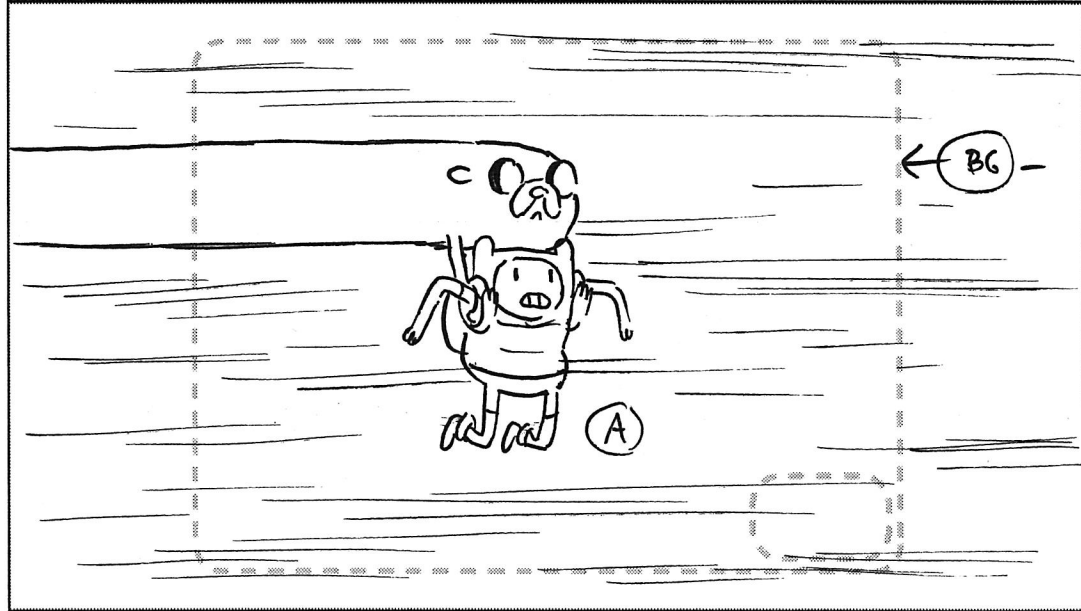
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ADVENTURE TIME

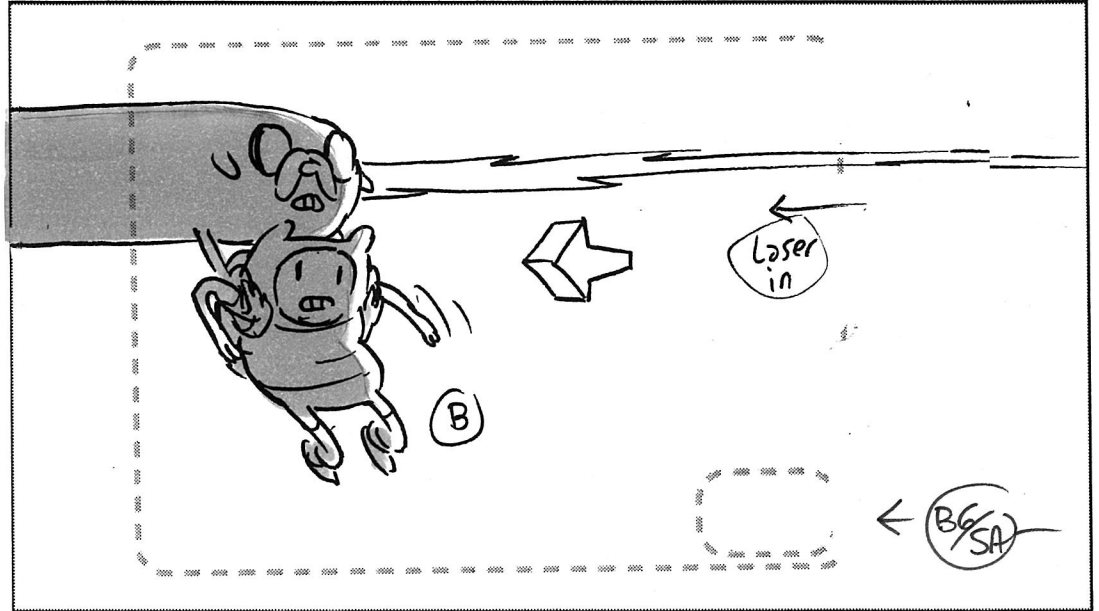


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Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night

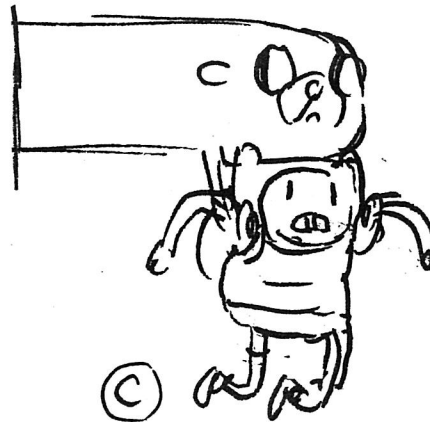


Dialog:

Action:

Timing:

(F+J): "Yeek" type noises
(SFX): ZAP!



-F+J dodge laser blasts

1025-203

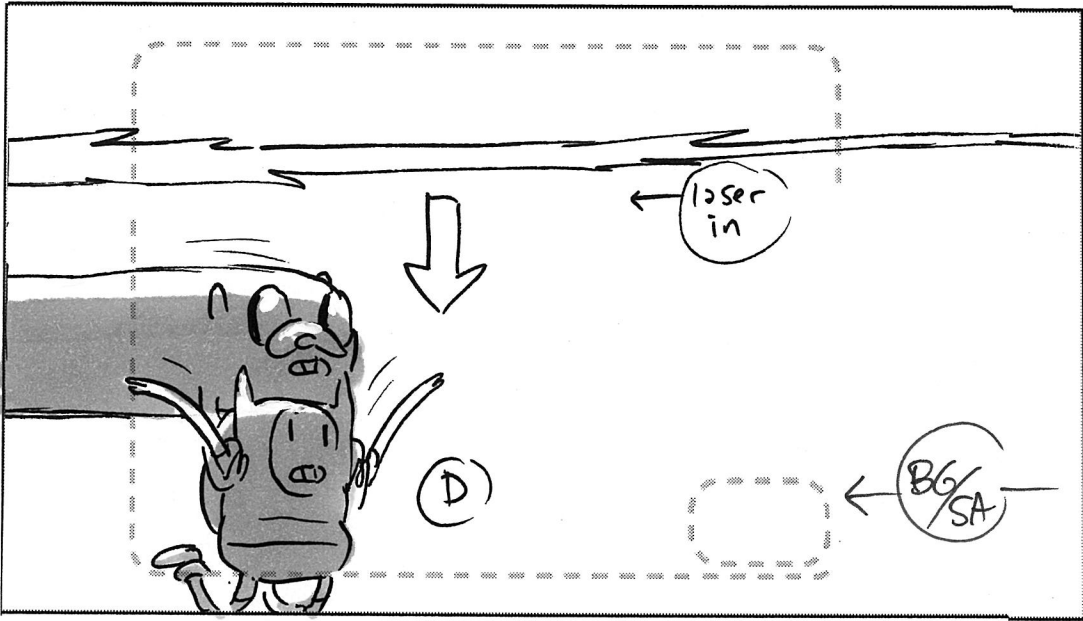
EPISODE #

Production :

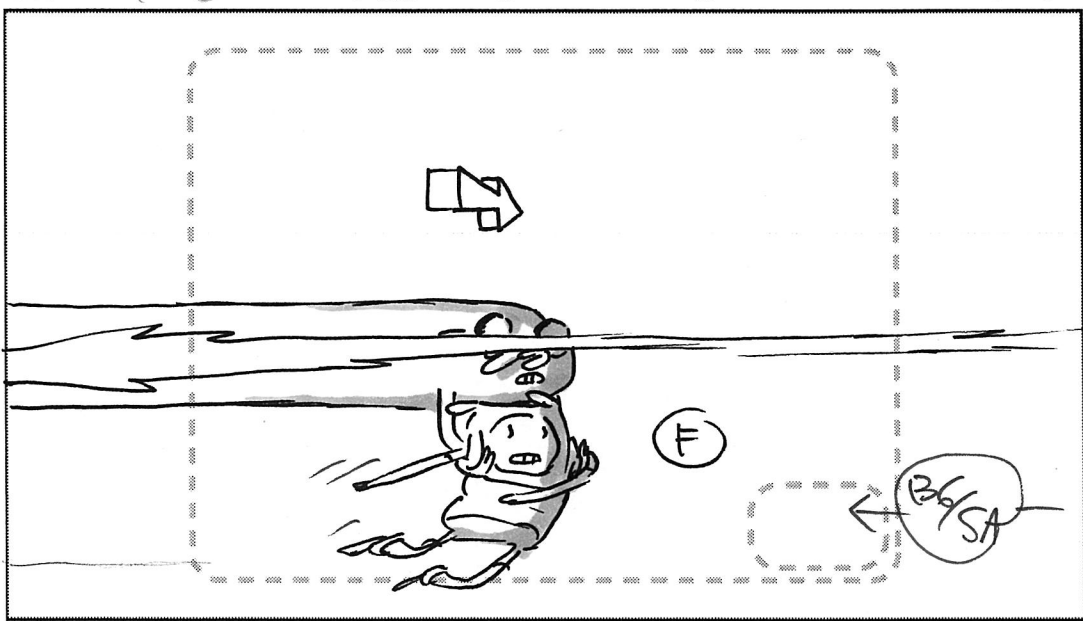
ADVENTURE TIME



Sc. 138 Pnl. C Ba. day night



Sc. 138 Pnl. D Bg. day night



Dialog:	SFX: ZAP
	F+J: *Yeek*
Action:	
Timing:	

1025-203

EPISODE #

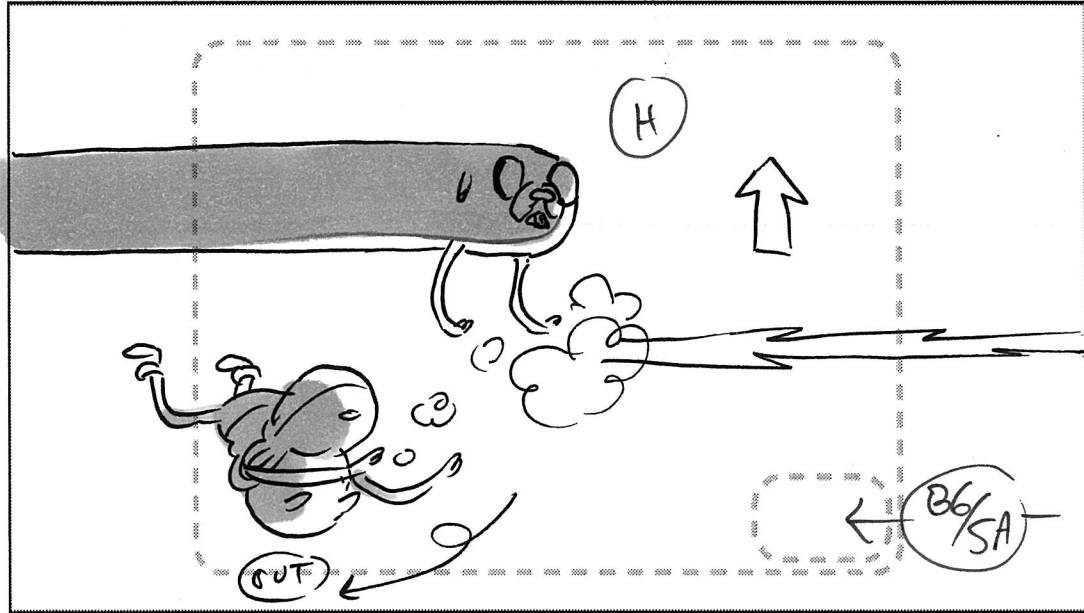
Production :

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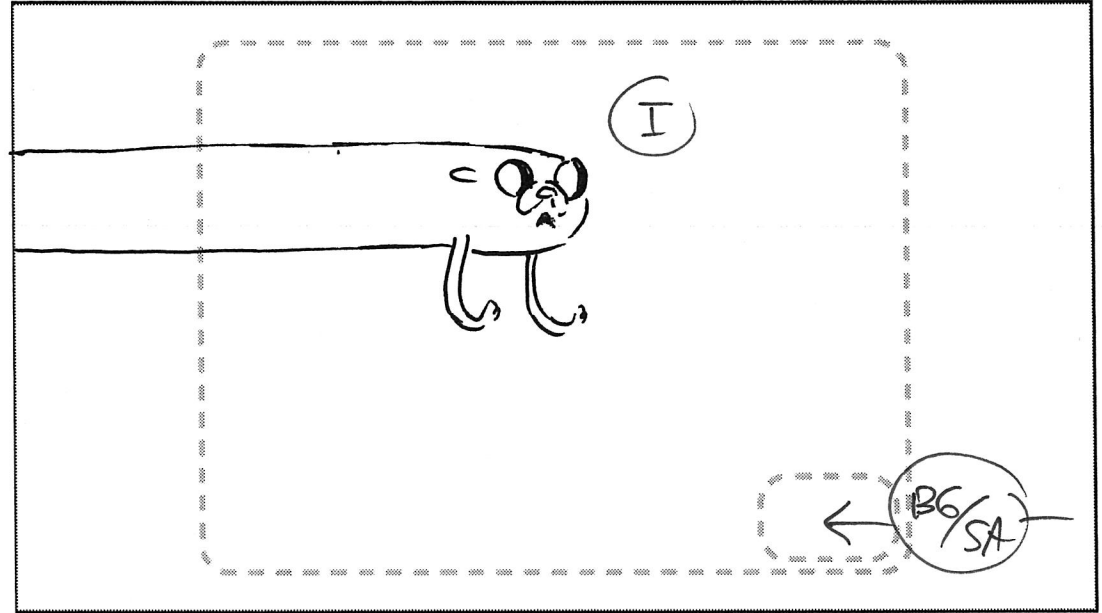
ADVENTURE TIME



Sc. 138 Pnl. E Bg. day night



Sc. 138 Pnl. F Bg. day night



Dialog:	(F:) BWUH!
Action:	
Timing:	

1025-203

EPISODE #

Production :

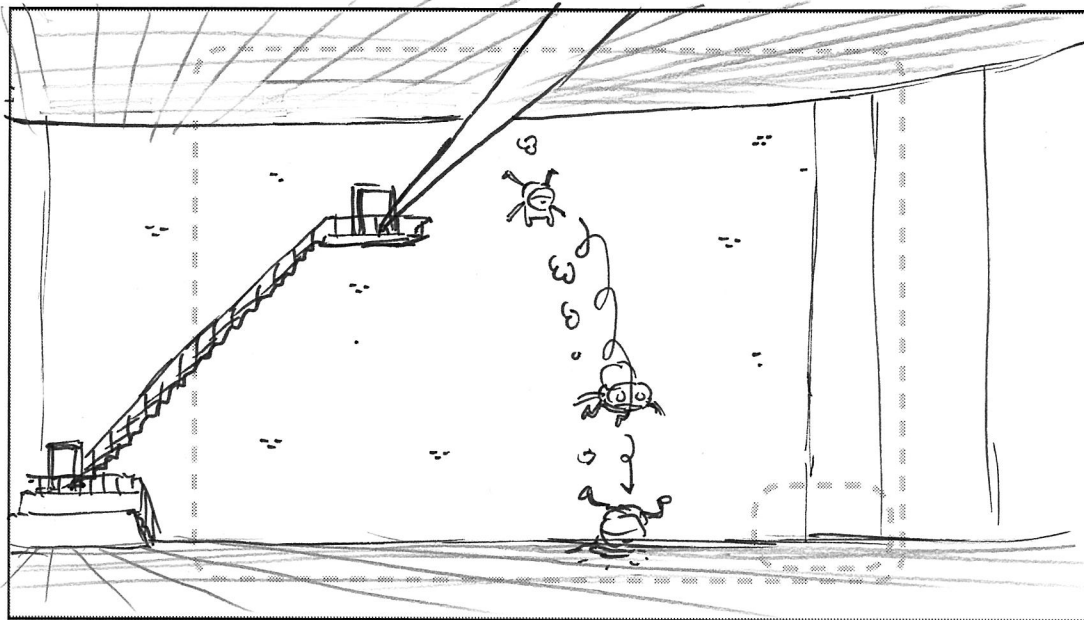
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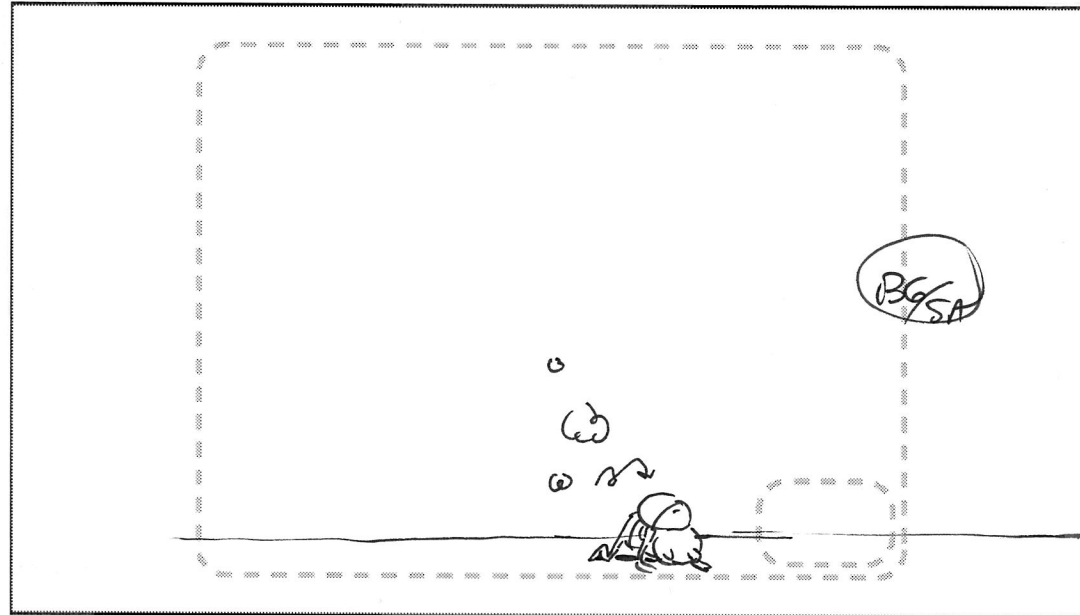


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Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



Dialog:

Action:

- Finn, smoking, tumbles to ground

Timing:

EPISODE #

Production :

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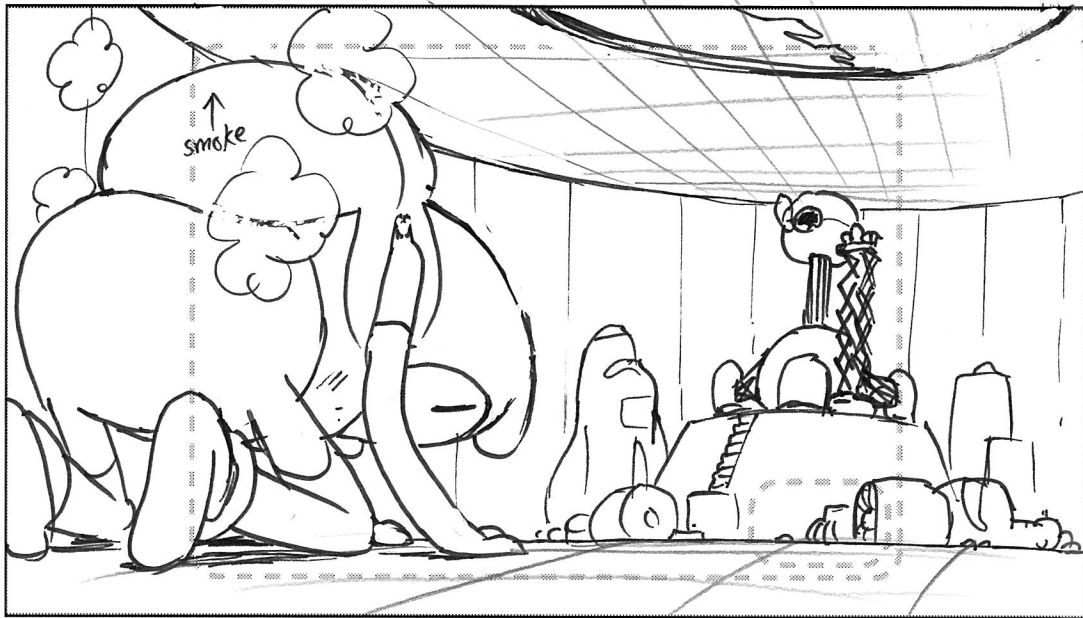
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ADVENTURE TIME

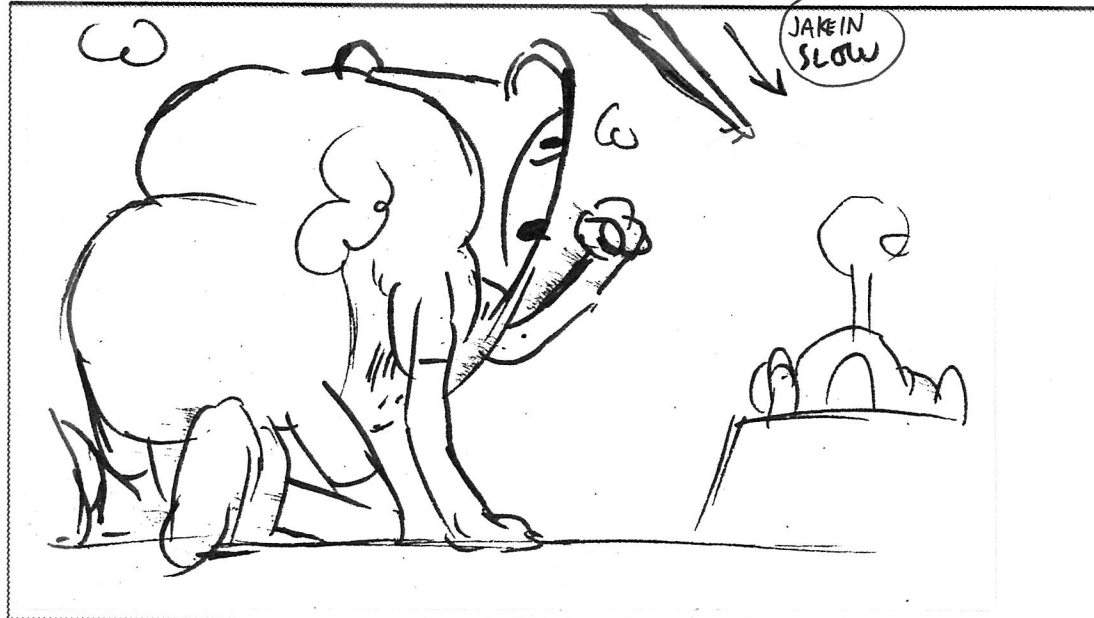


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Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



Dialog:

(F:) uhhh...

(F:) No mercy Jake!
(fried)

Action:

- Jake enters shot (looks slow cuz far away)

Timing:

EPISODE # 1025-203

73

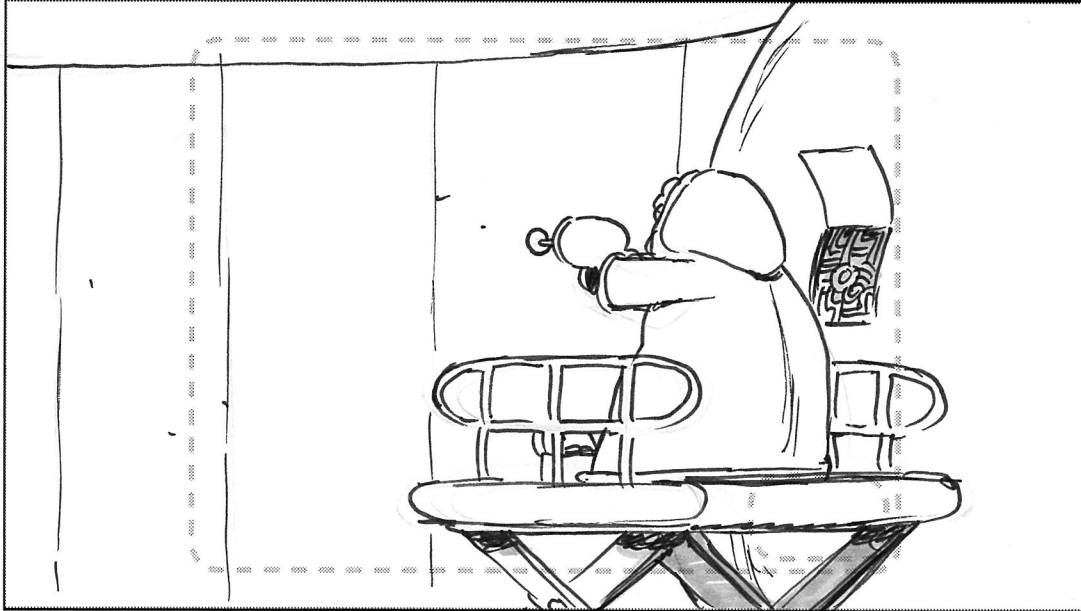
Production :

ADVENTURE TIME

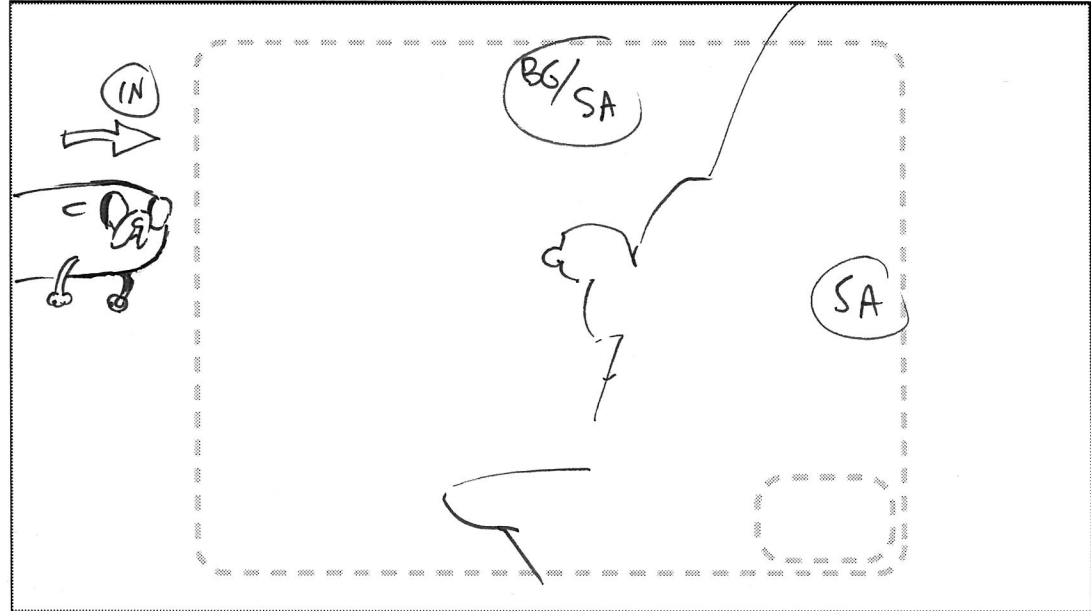


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Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:

Action:

Timing:

EPISODE #

1025-203

Production :

74

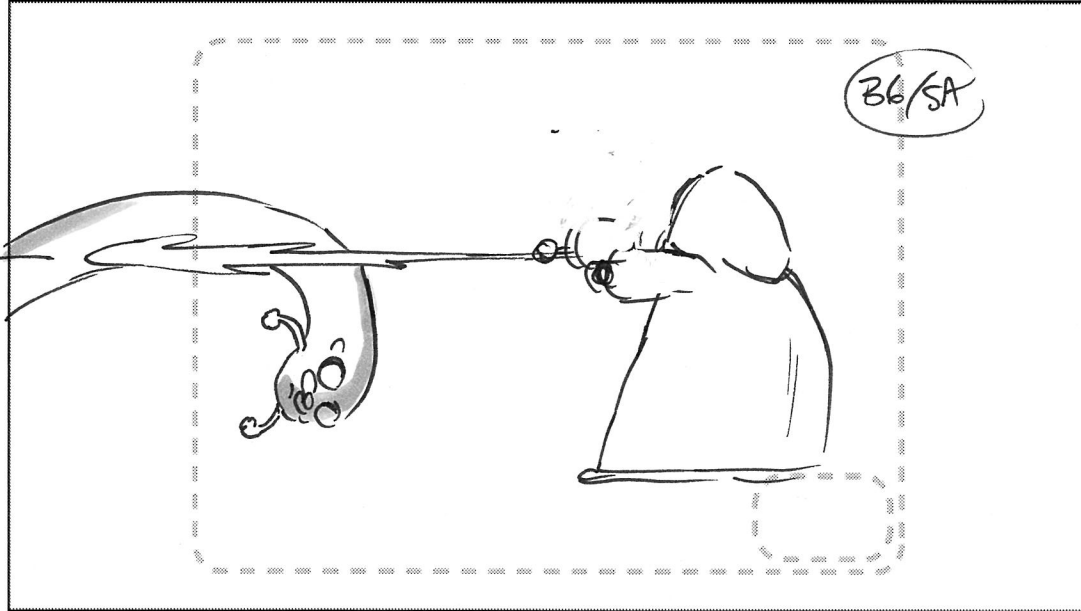
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ADVENTURE TIME

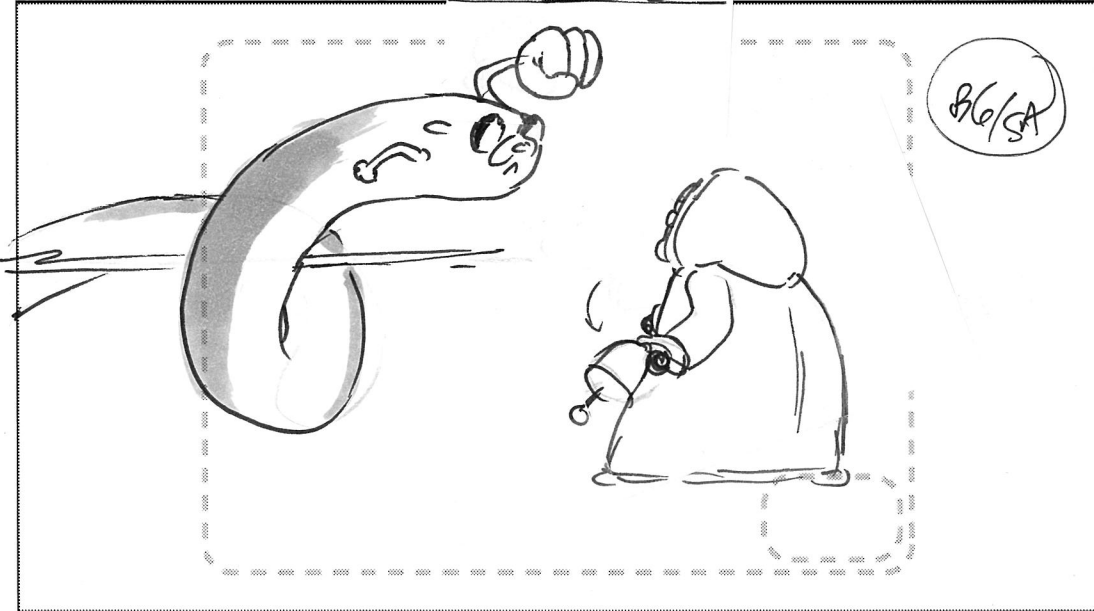


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Sc. 141 Pnl. C Bg. day night



Sc. 141 Pnl. D day night



Dialog:

Action: - Jake dodges laser blast and winds up to punch Gunter

Timing:

1025-203

EPISODE #

Production :

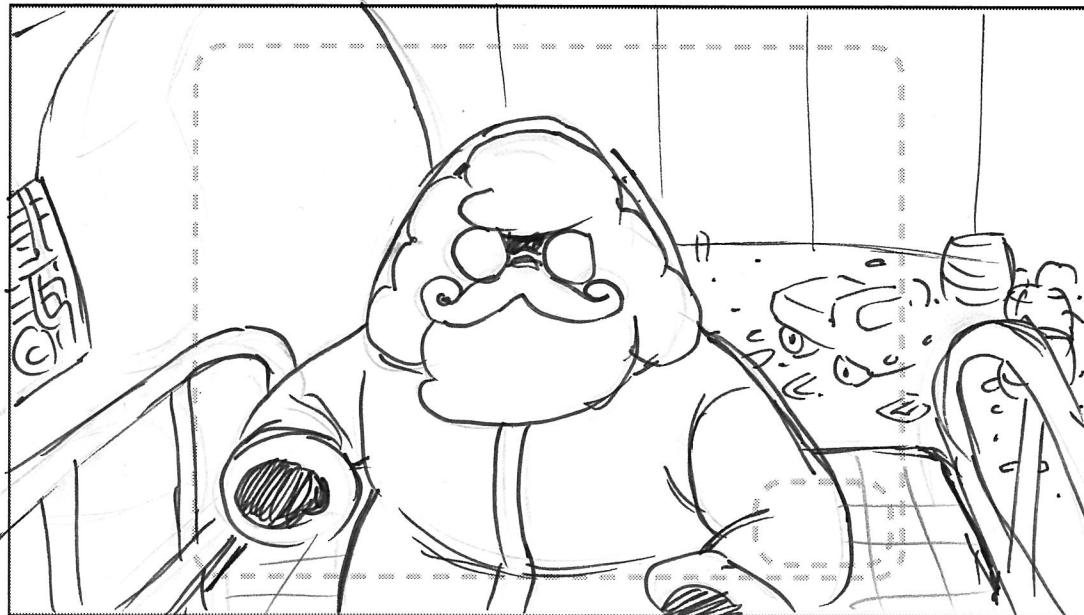
75

ADVENTURE TIME

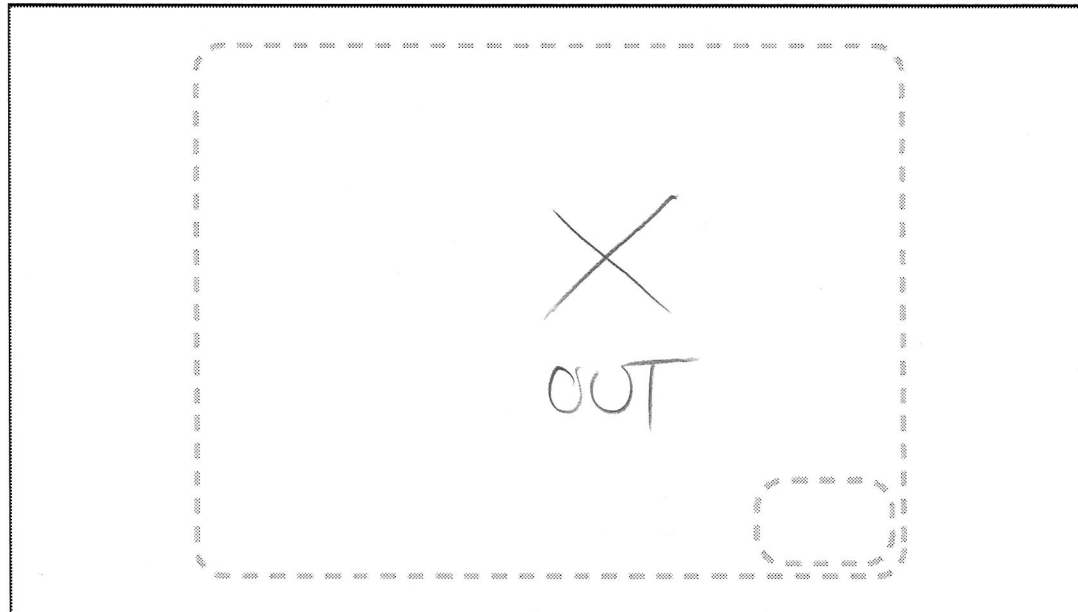


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Sc. 142 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE #
1025-203

Production :

ADVENTURE TIME



Sc. 142 Pnl. BG Bg. day night

Dialog:
Action:
Timing:

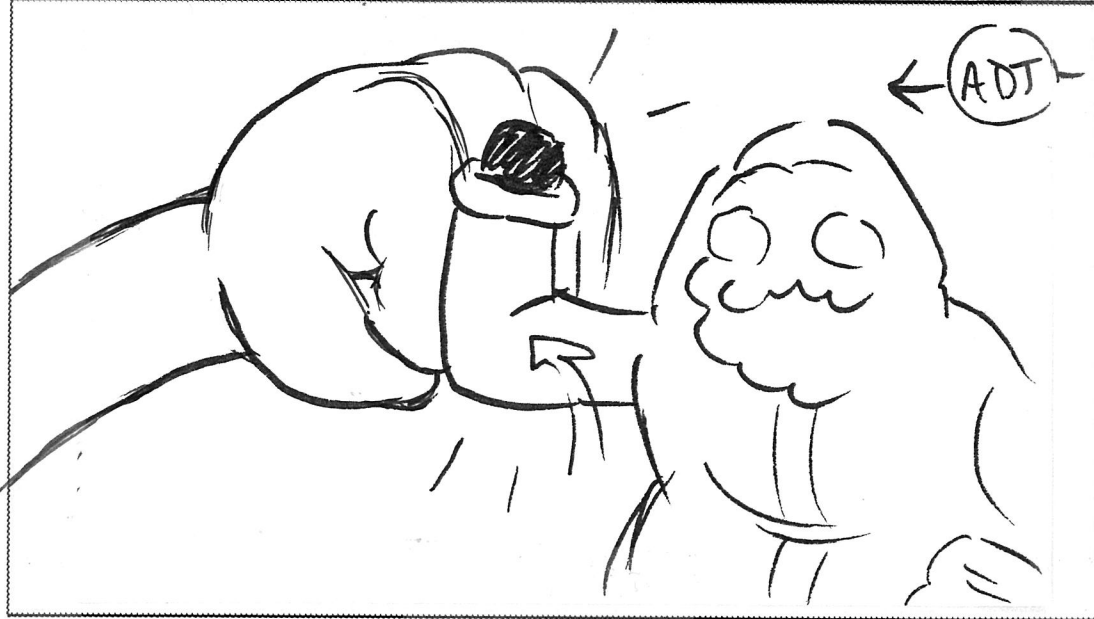
Production : EPISODE # 1025-203

ADVENTURE TIME

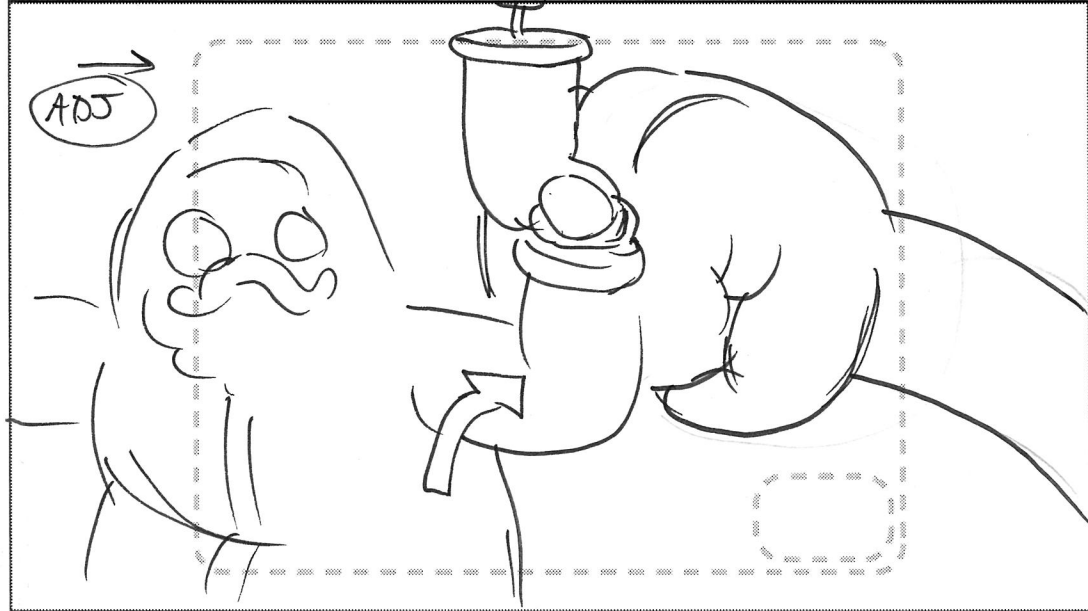


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Sc. 142 Pnl. B Bg. day night



Sc. 142 Pnl. C Bg. day night



Dialog:

Action: - Gunter blocks Jake's punches

Timing:

EPISODE # 1025-203

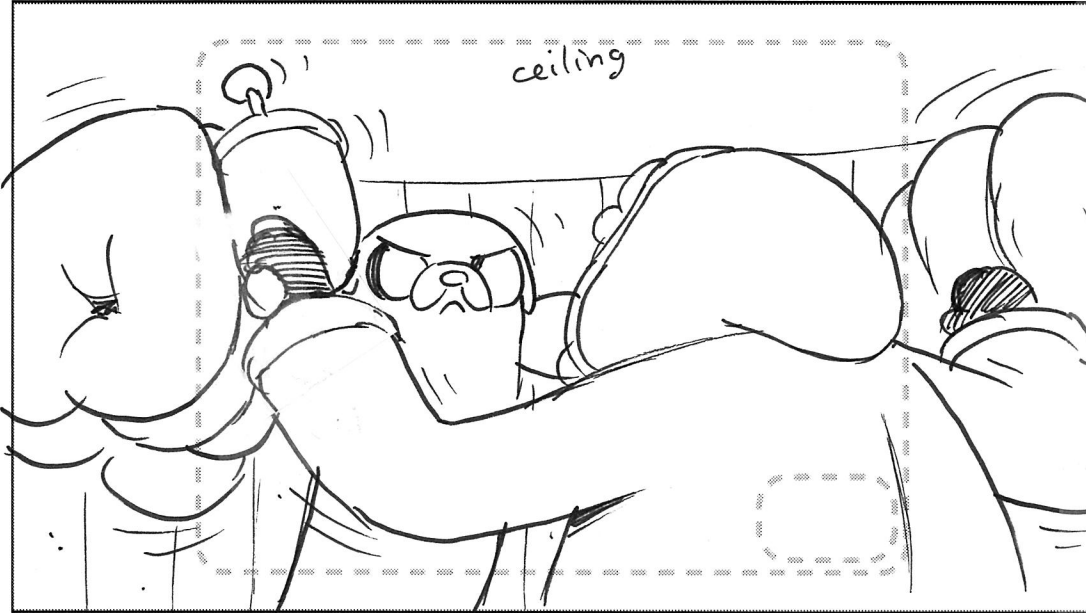
Production :

ADVENTURE TIME

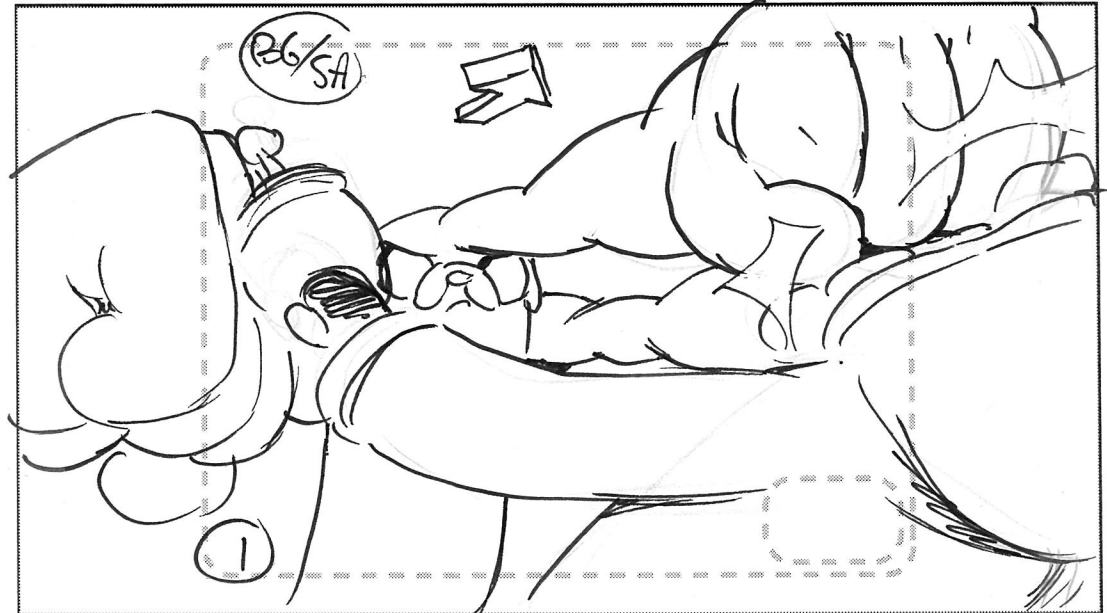


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Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog:

- BEAT

(JAKE:) *struggling noises*

Action: - Jake and Gunter struggle, Jake pushing w/ fists, Gunter resisting

- Jake forms a forehead arm and punches Gunter

Timing:

EPISODE # 1025-203

79

Production :

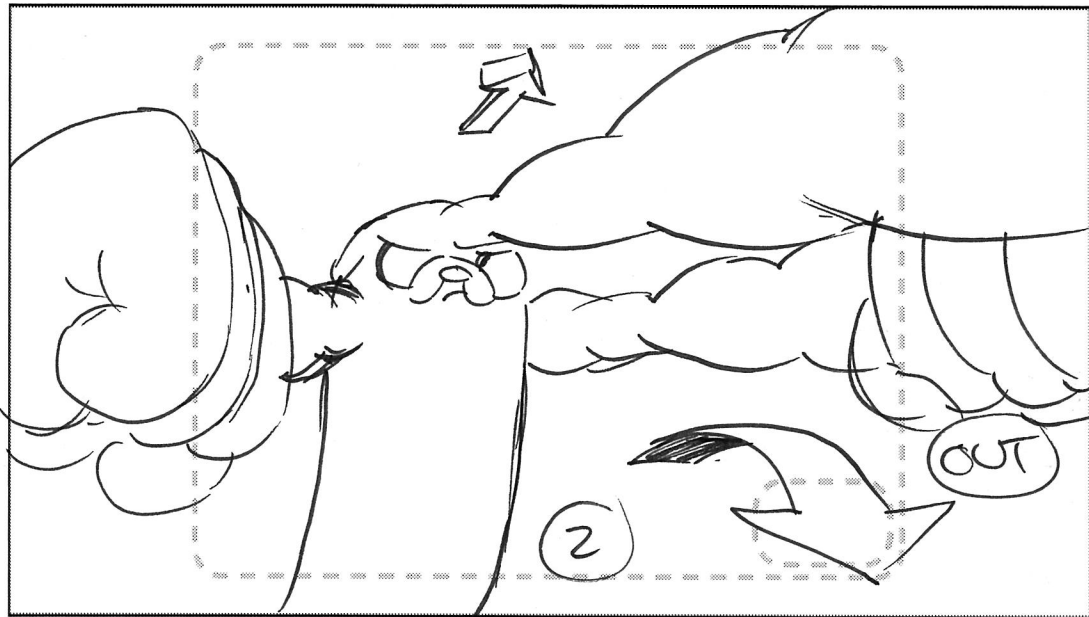
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ADVENTURE TIME

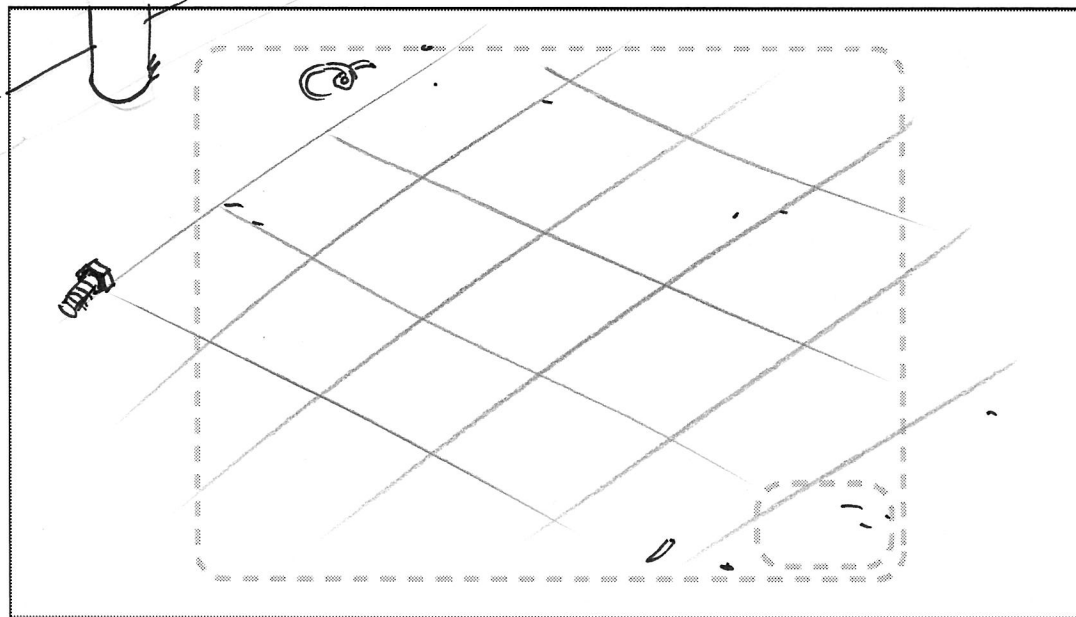


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Sc. 143 Pnl. C Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog:

Action:

Timing:

1025-203

EPISODE #

Production :

80

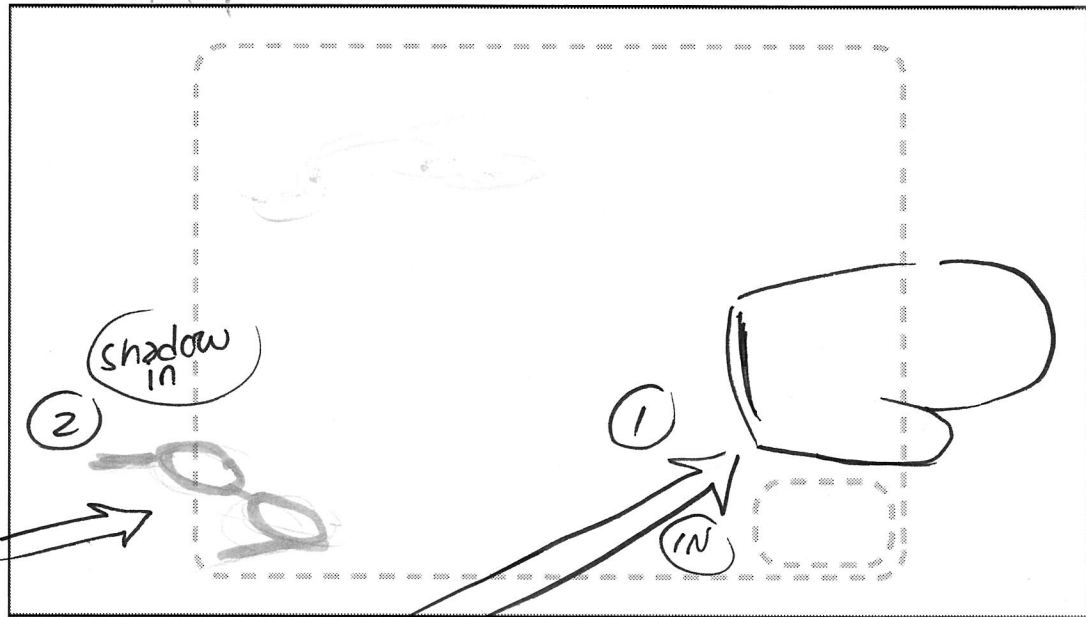
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ADVENTURE TIME

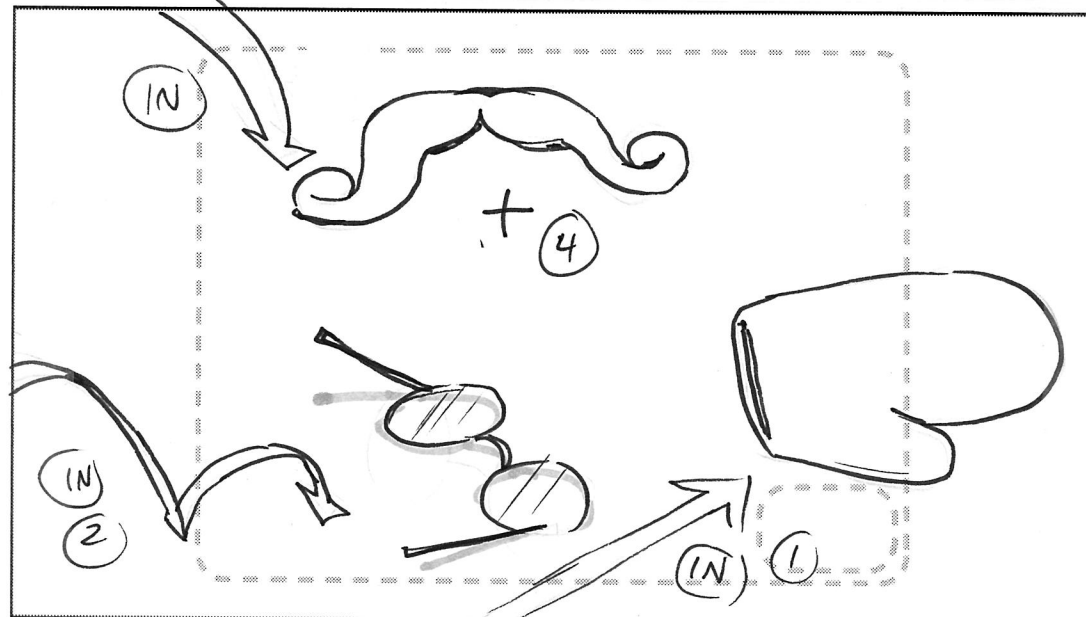


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Sc. 144 Pnl. B Bg. day night



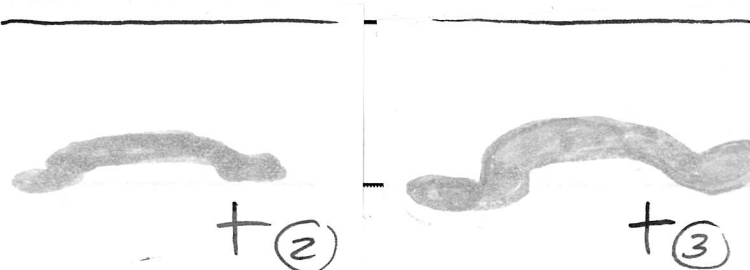
Sc. 144 Pnl. C Bg. day night



Dialog:

Action: -Gunter's disguise tumbles onto platform

Timing:



EPISODE # 1025-203

Production #

Production :

81

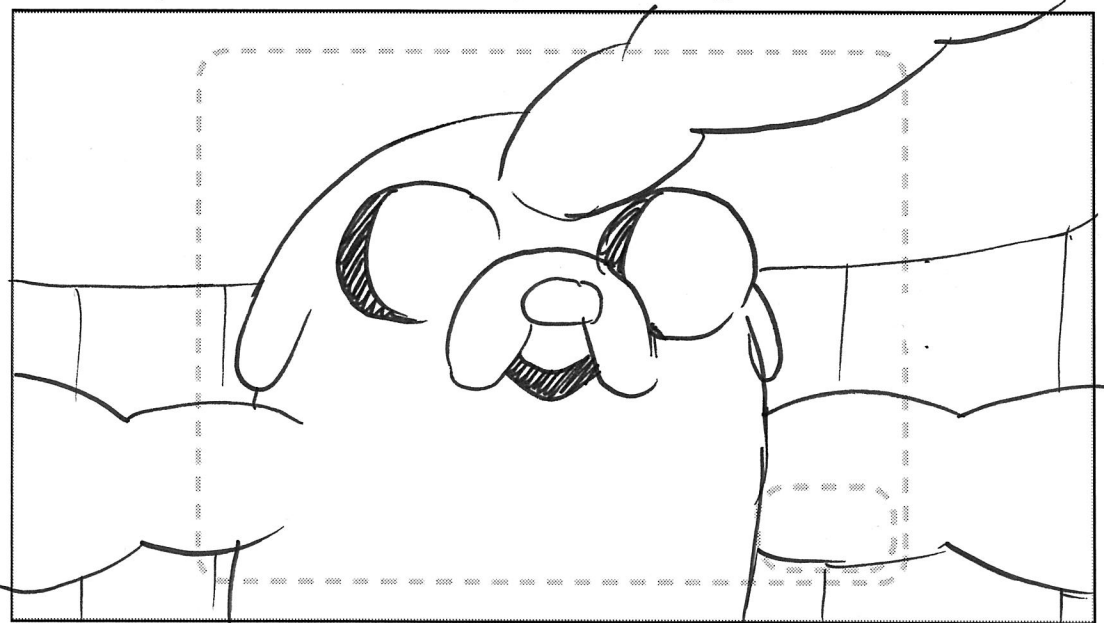
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ADVENTURE TIME

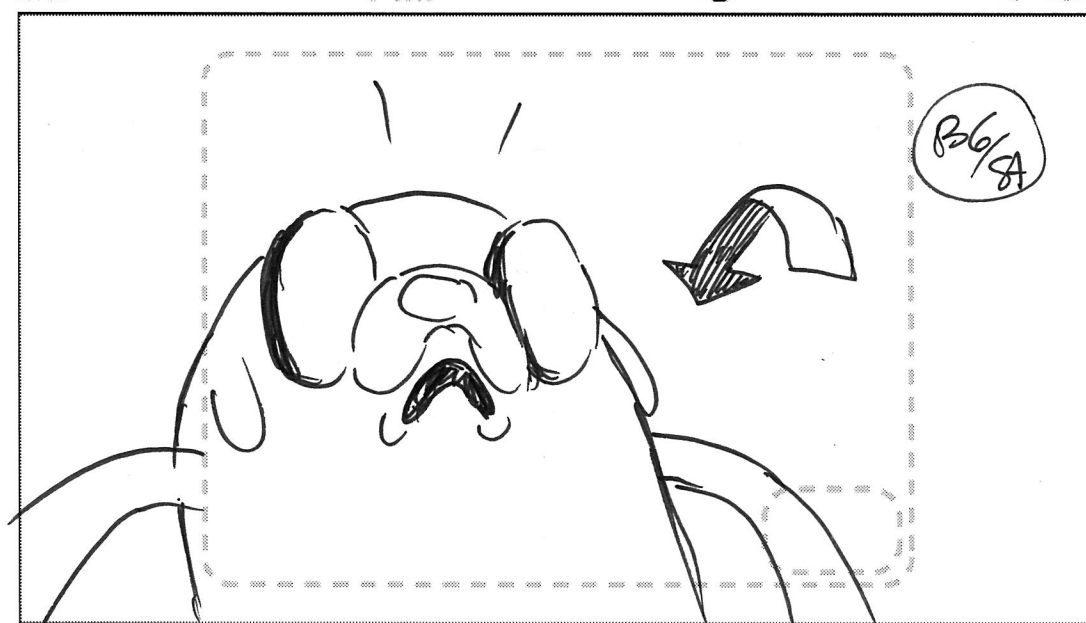


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Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



Dialog:

(JAKE) Heh heh heh heh GYAH!!

Action:

- Jake sees Gunter's true form and is horrified.

Timing:



Production :

EPISODE #

1025-203

82

ADVENTURE TIME



Page 200

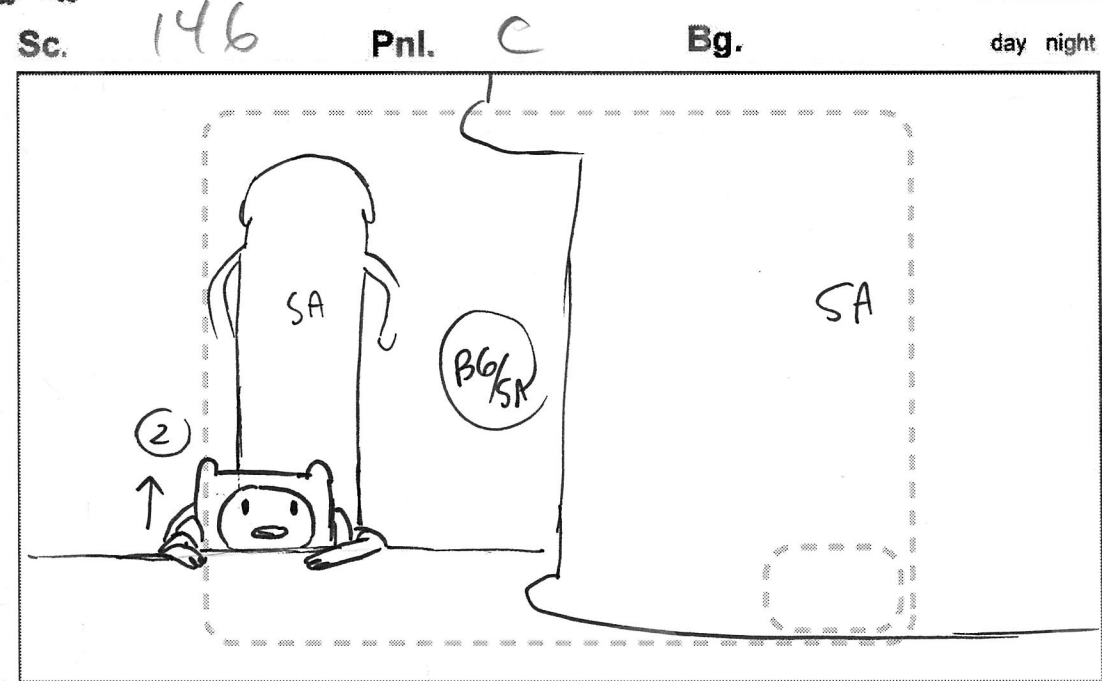
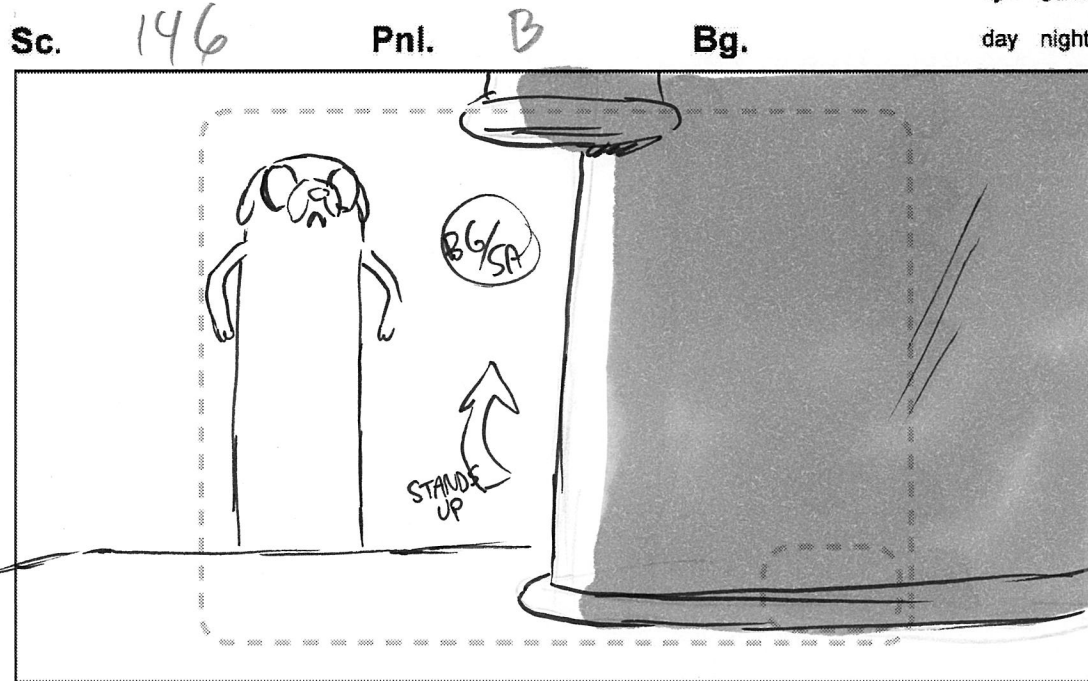
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
146	A								

Dialog:
Action:
Timing:

EPISODE # 1025-203
83

Production :

ADVENTURE TIME

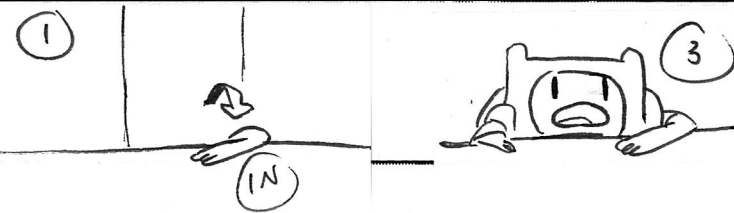


Dialog:

(FINN) Hey I'm Back *GASP*!

Action: - Gunter stands up

- Finn pulls himself up onto platform



Timing:

1025-203

EPISODE #

Production :

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ADVENTURE TIME



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Sc.

147

Pnl.

A

Bg.

day night

Sc.

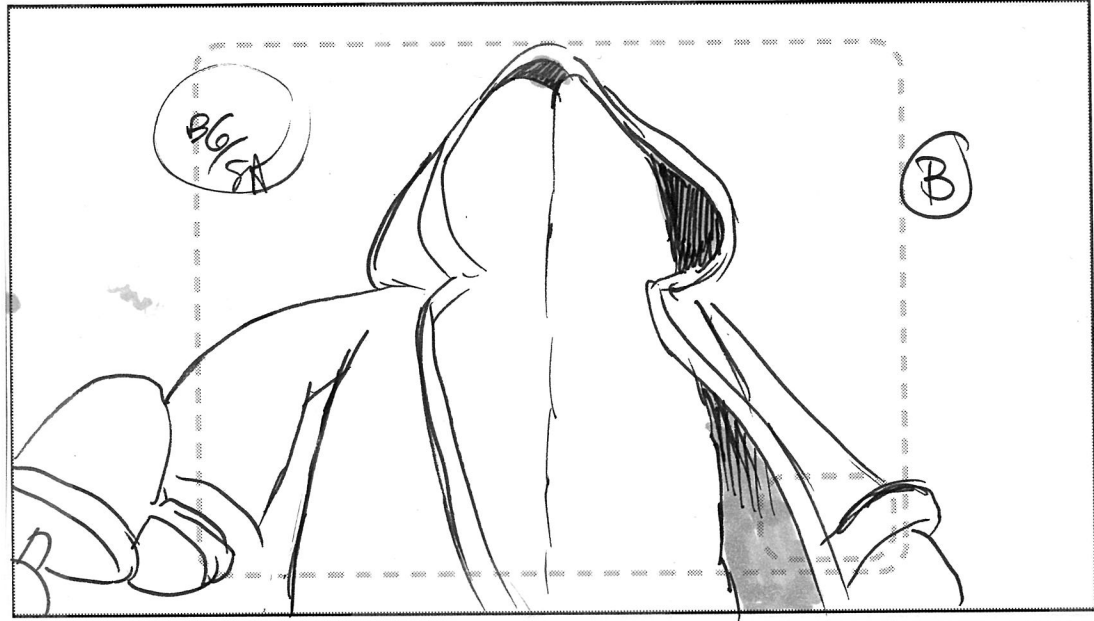
147

Pnl.

B

Bg.

day night



Dialog:

FINN: (OS)

WHAT THE
BING BONG
PING PONG !?

Action:

ROBE blows in breeze

(B) (A)

Timing:

EPISODE # 1025-203

Production :

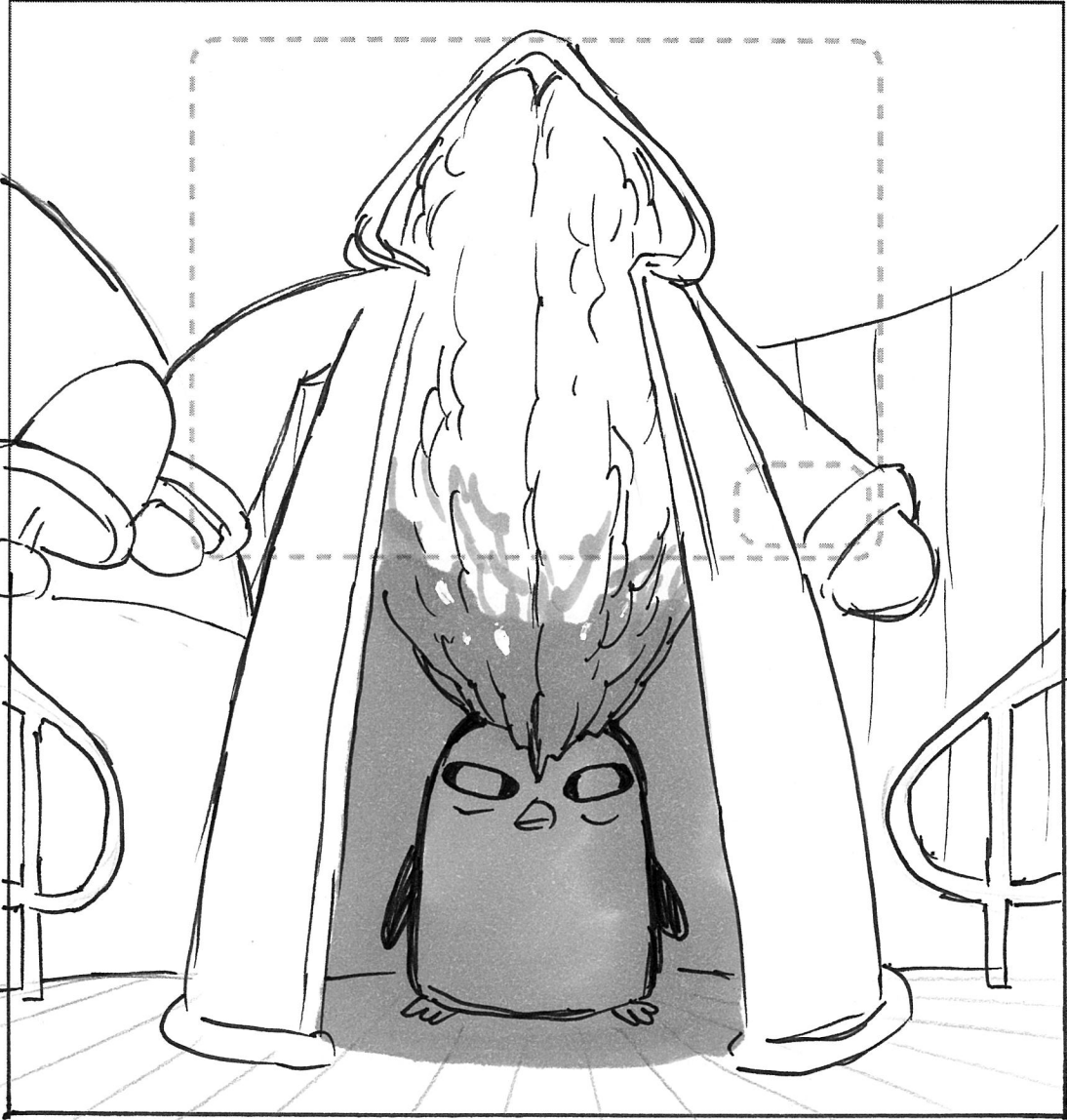
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ADVENTURE TIME



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Sc. 147 Pnl. C Bg. day night



Dialog:	(FINN) (OS:) → GUNTHER!?
Action:	
Timing:	

EPISODE # 1025-203

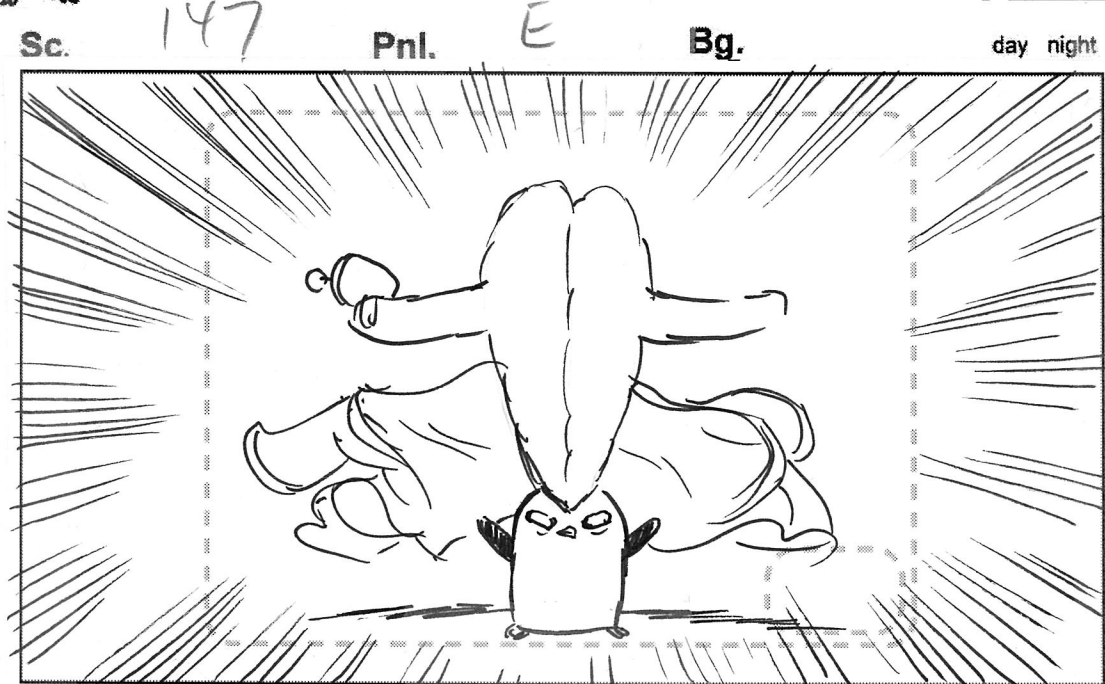
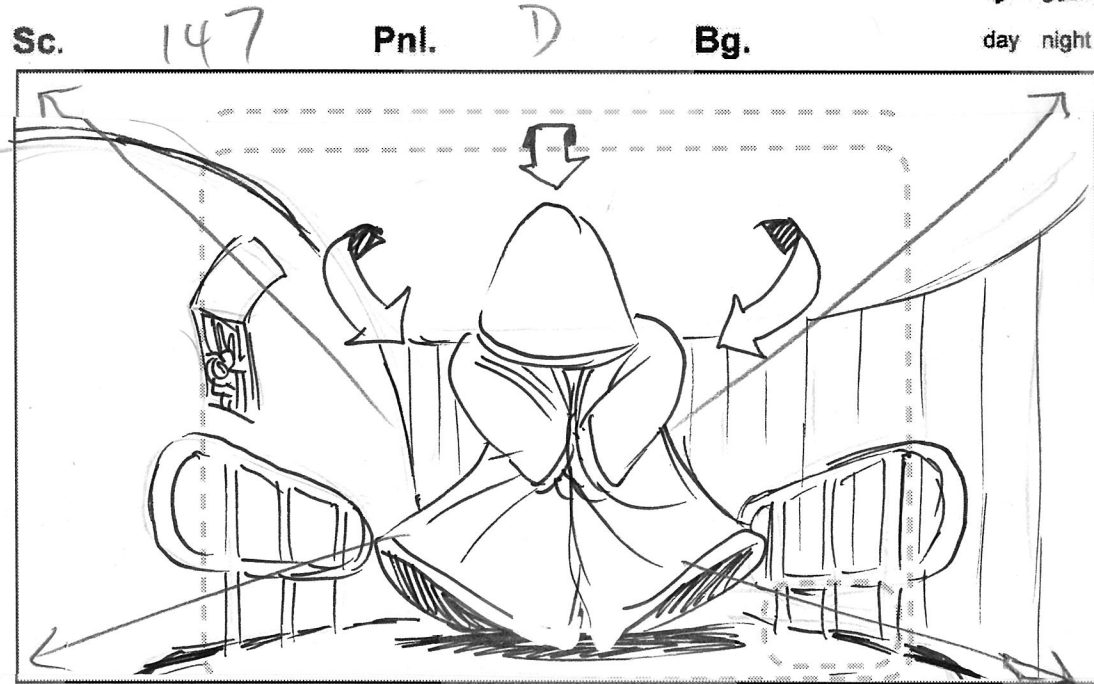
Production :

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ADVENTURE TIME



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Dialog:

Action:

- Gunter throws off robe.

Timing:

1025-203

EPISODE #

Production :

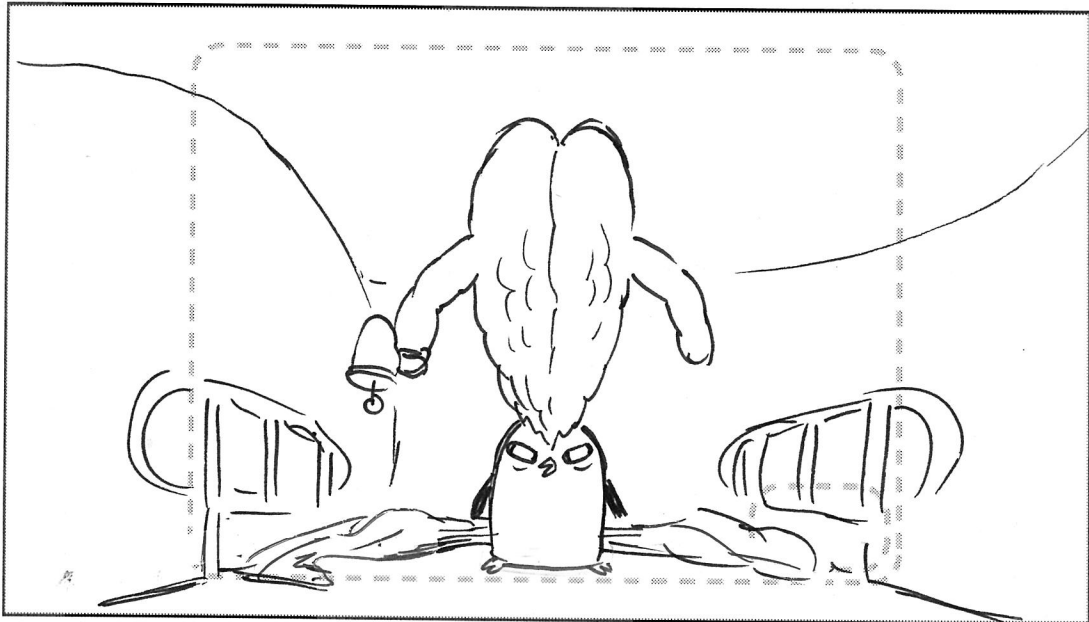
87

ADVENTURE TIME



205

Sc. 147 Pnl. F Bg. day night



Sc. 148 Pnl. A Bg. day night



1025-203

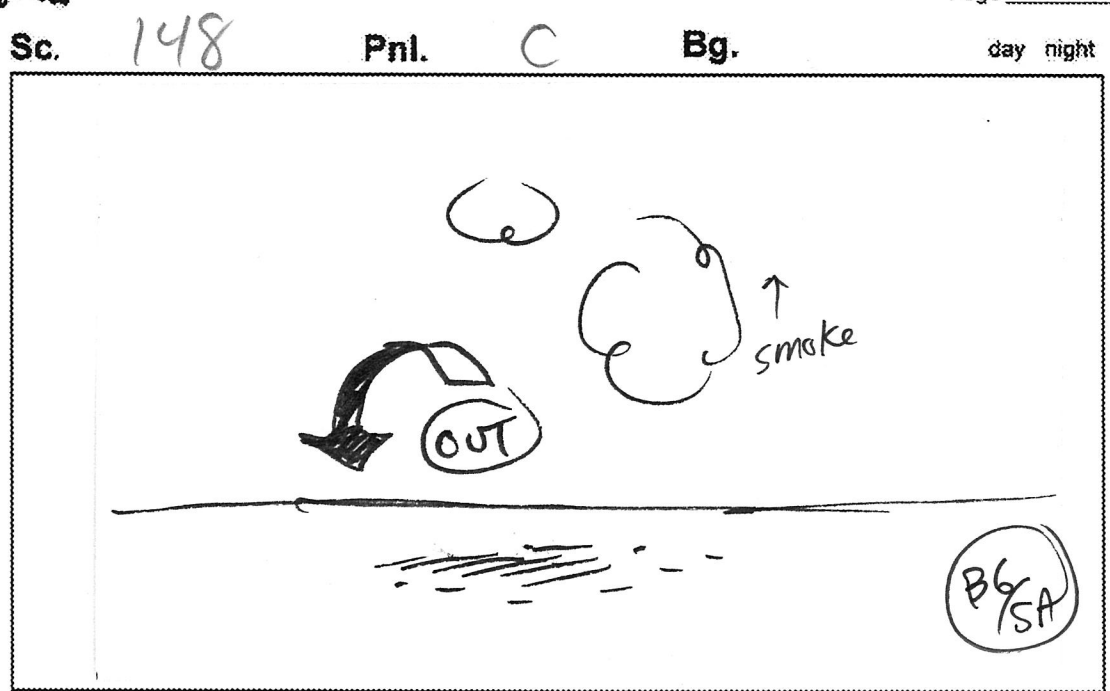
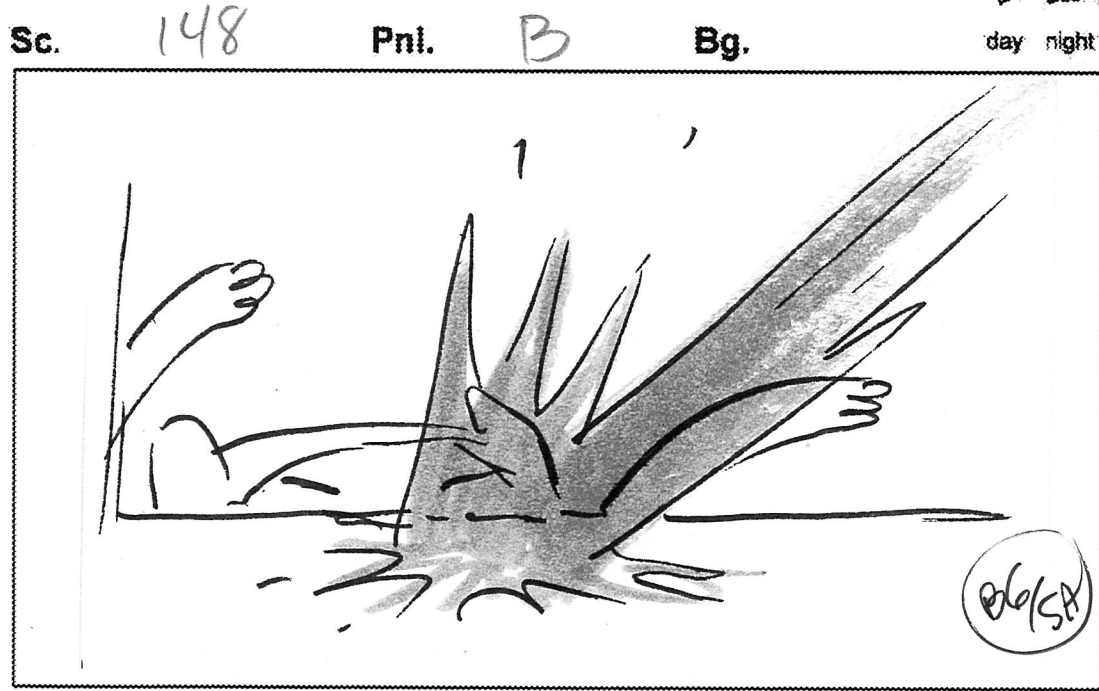
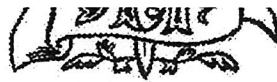
EPISODE #

88

Production :

Dialog:	(LADIE'S VOICE) wenk.	(F:) WHAT THE KING KONG SING S--
Action:		
Timing:		

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Dialog:

Action: - Candy laser blast hits platform in front of Finn, causing him to fall back.

Timing:

1025-203

EPISODE #

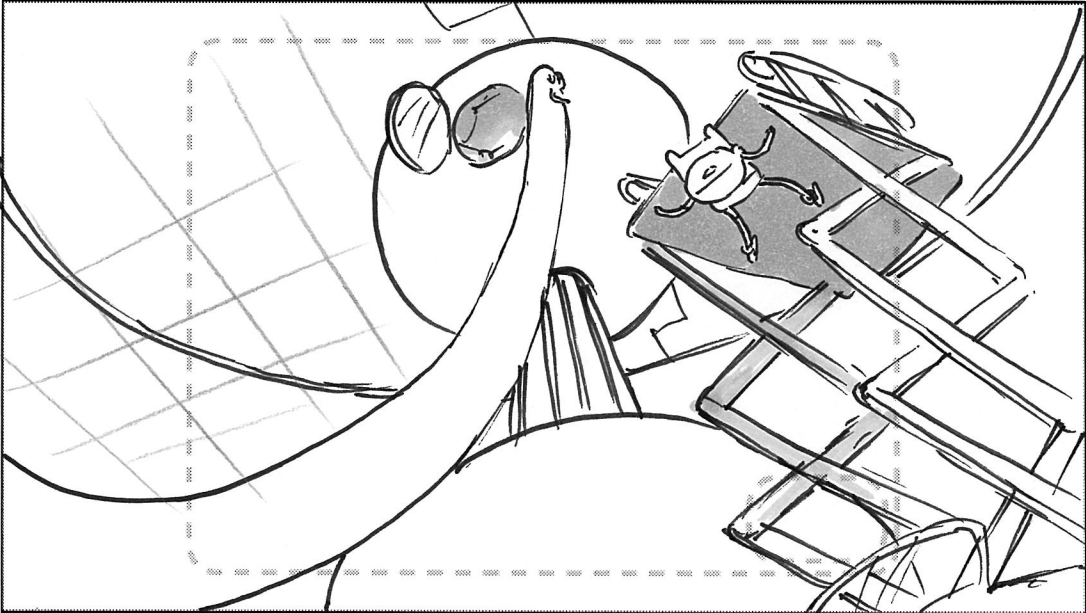
Production :

89

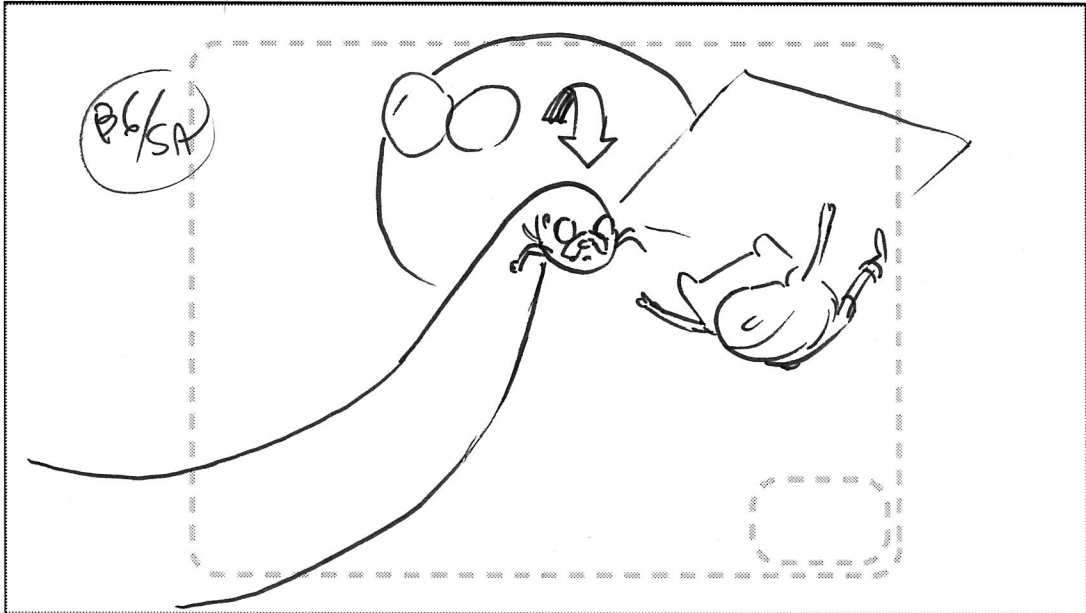
ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



Dialog:	(F:) A A A A H H H - -
Action:	- Finn falls - Jake rushes to catch Finn
Timing:	

1025-203

EPISODE #

Production :

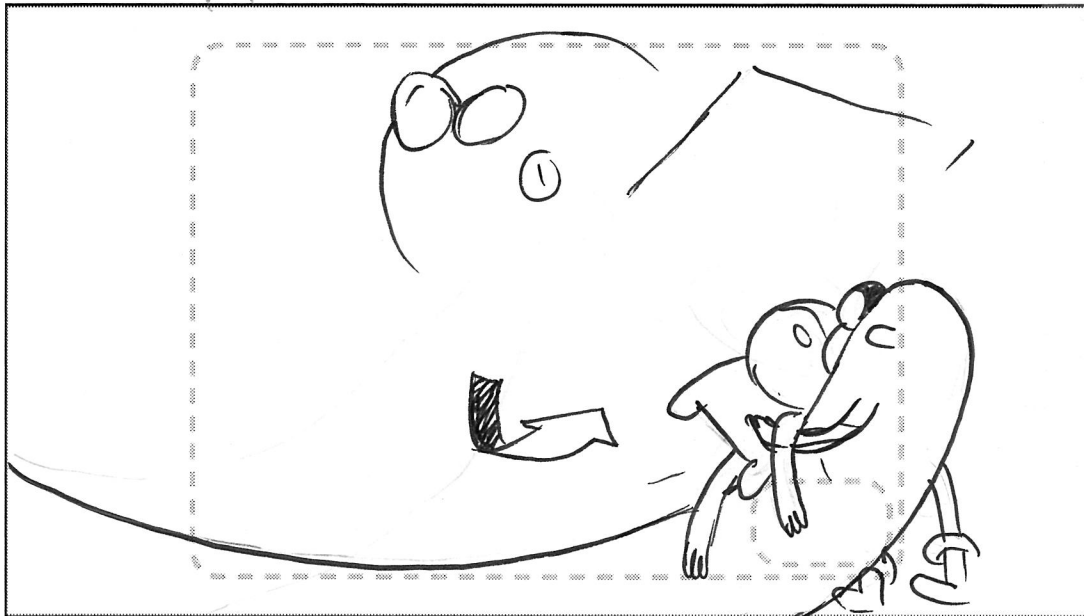
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ADVENTURE TIME

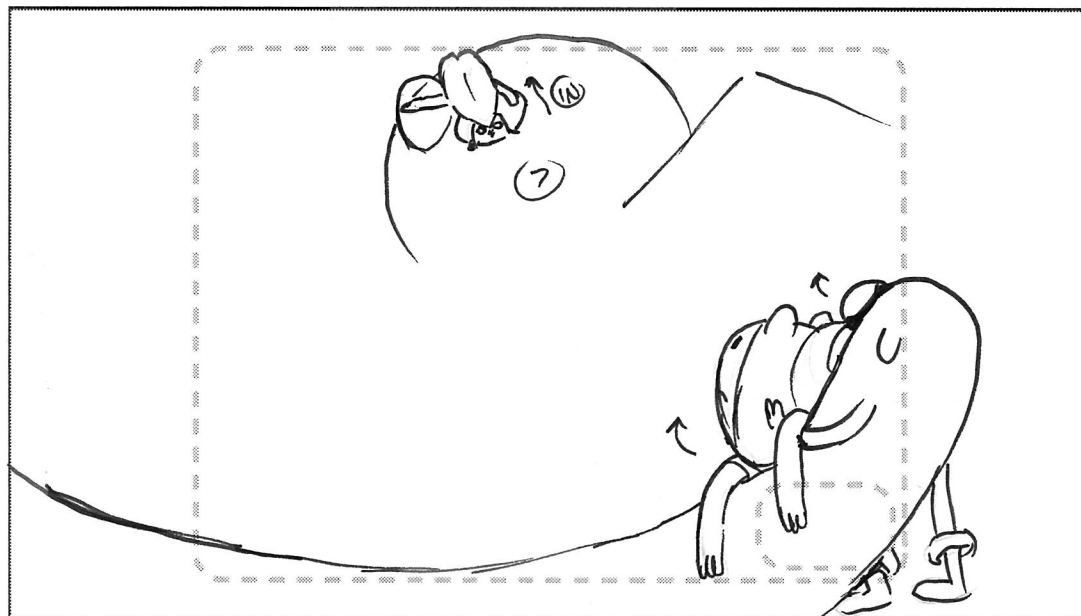


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Sc. 149 Pnl. C Bg. day night



Sc. 149 Pnl. D Bg. day night



Dialog: (F.) * o o f *

LADY.
VOICE: Sayonara suckers!
ACT: Sayonara earthlings!

- Jake catches Finn, Gunter jumps and pulls self into porthole

Action:

Timing:



Gunter

EPISODE # 1025-203

Production :

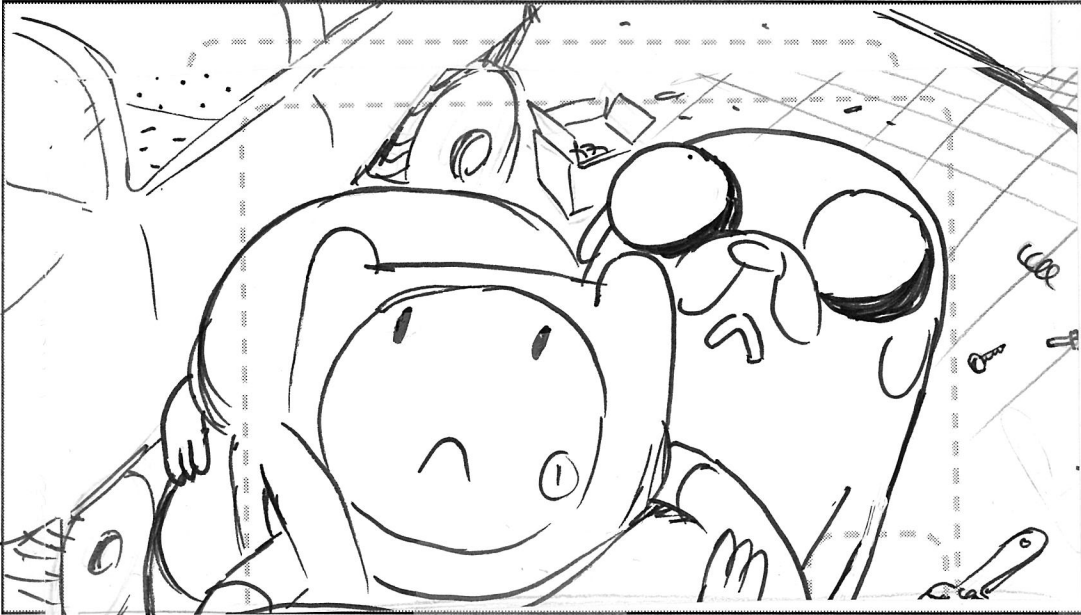
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ADVENTURE TIME



Page 209

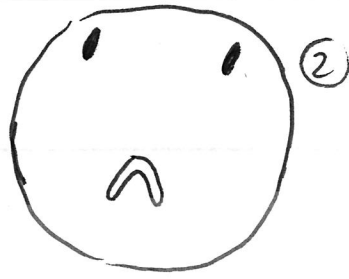
Sc. 150 Pnl. A Bg. day night



Sc. 151 Pnl. A Bg. day night



Dialog:	(LADY GUNTER :) *EVIL LAUGH!*	
Action:		
Timing:		

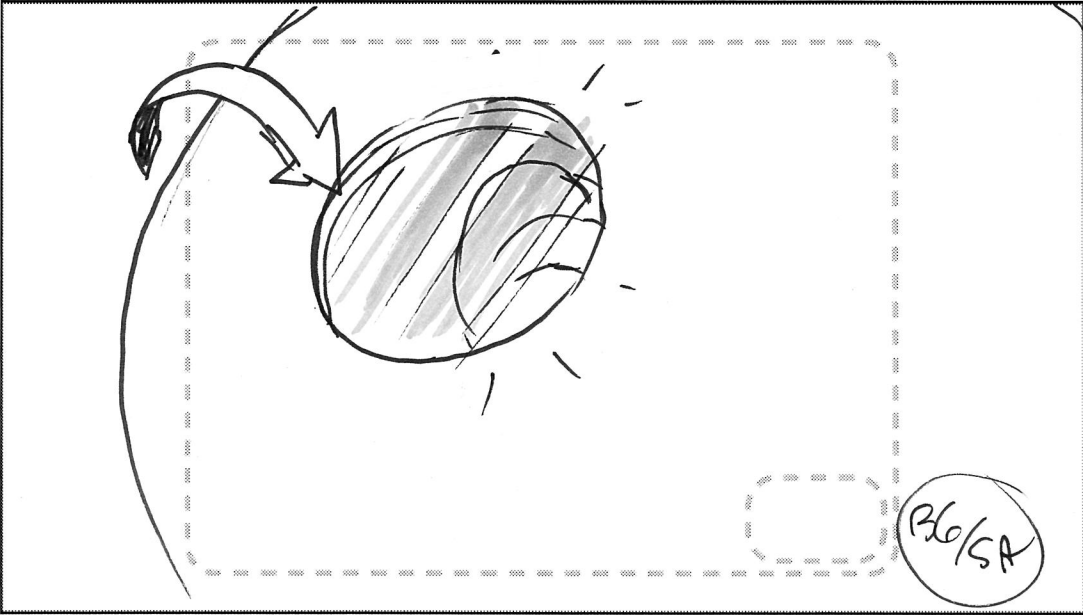


1025-203
EPISODE #
Production :

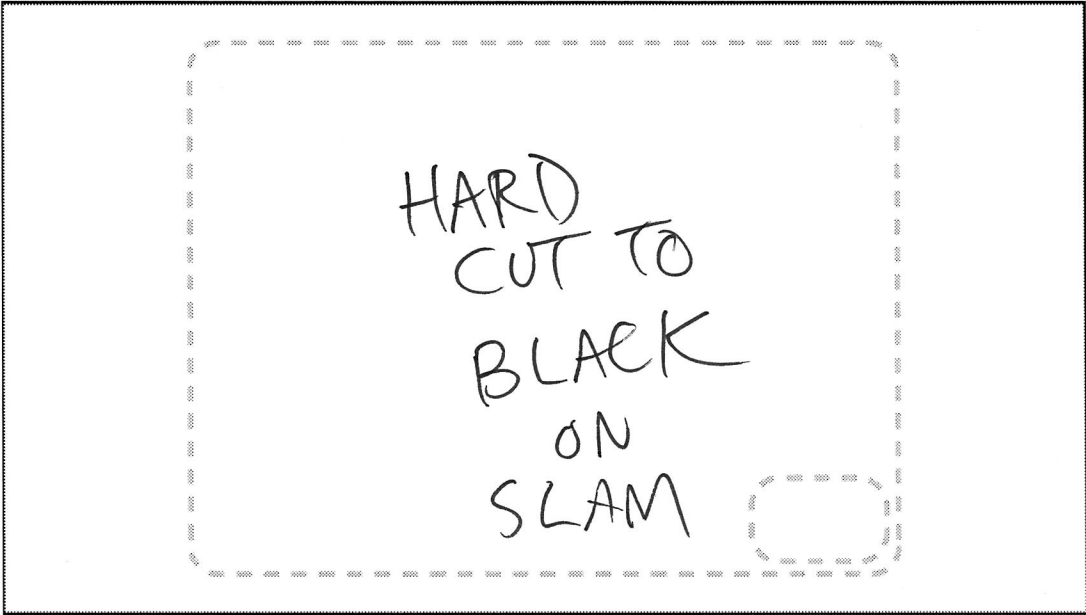
ADVENTURE TIME



Sc. 151 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: SLAM!
Action:	- Gunter slams door
Timing:	

1025-203

EPISODE #

Production :

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ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
152	A			

Dialog:	(increasingly audible) candy person freakout wallz: oh no the comet! doom + gloom etc.
Action:	
Timing:	

EPISODE # 1025-203

Production :

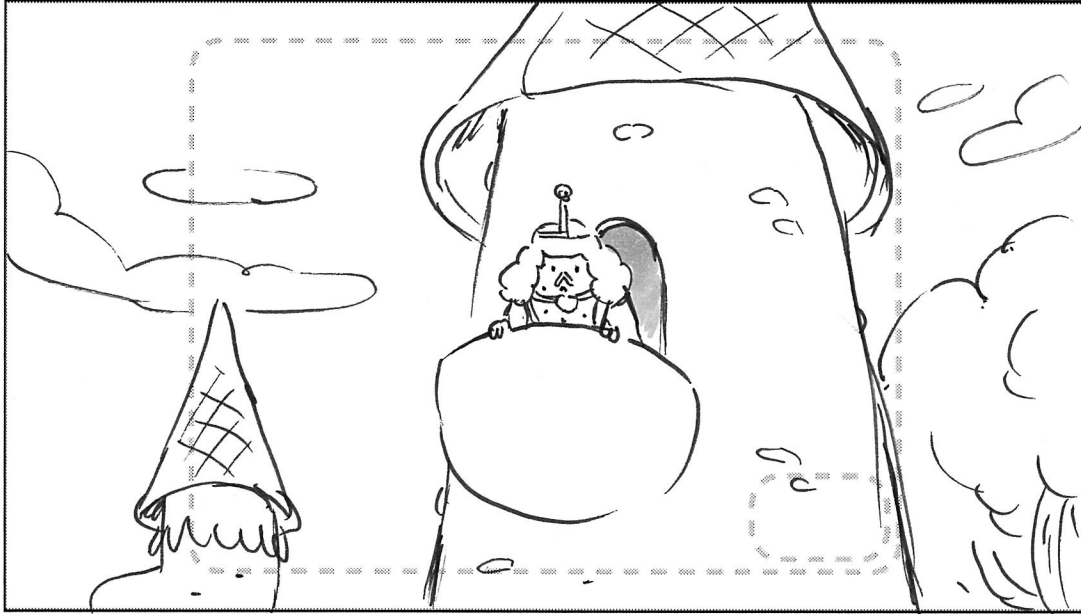
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ADVENTURE TIME

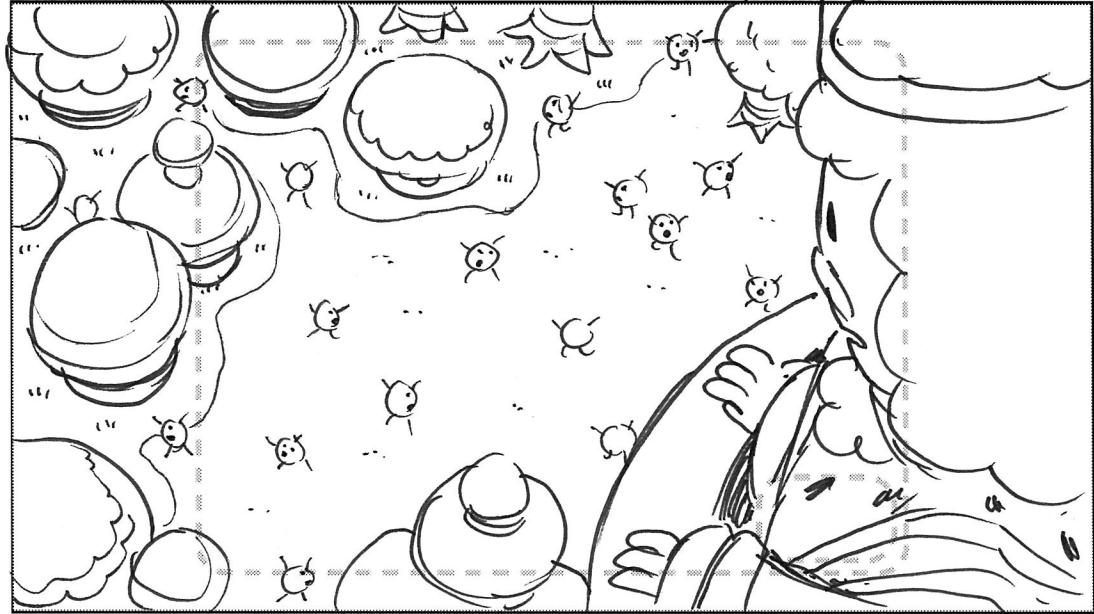


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Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



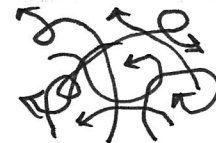
Dialog:

WALLA: cont.

K.O.O. ah...

K.O.O. ...ehh...

Action:

 cmdy people run
around crazy-style.

Timing:

1025-203

EPISODE #

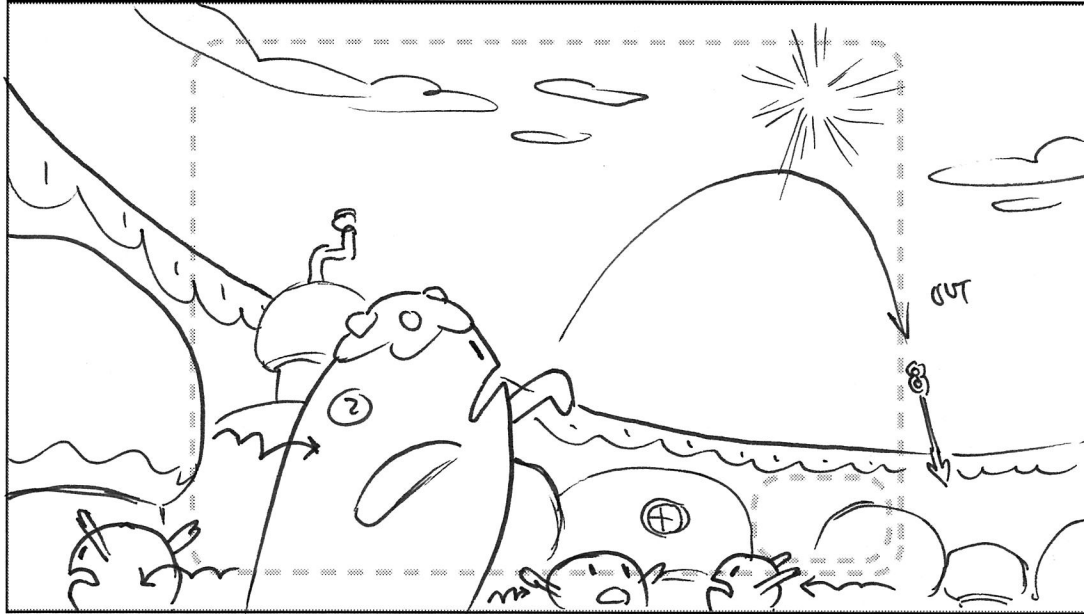
Production :

ADVENTURE TIME

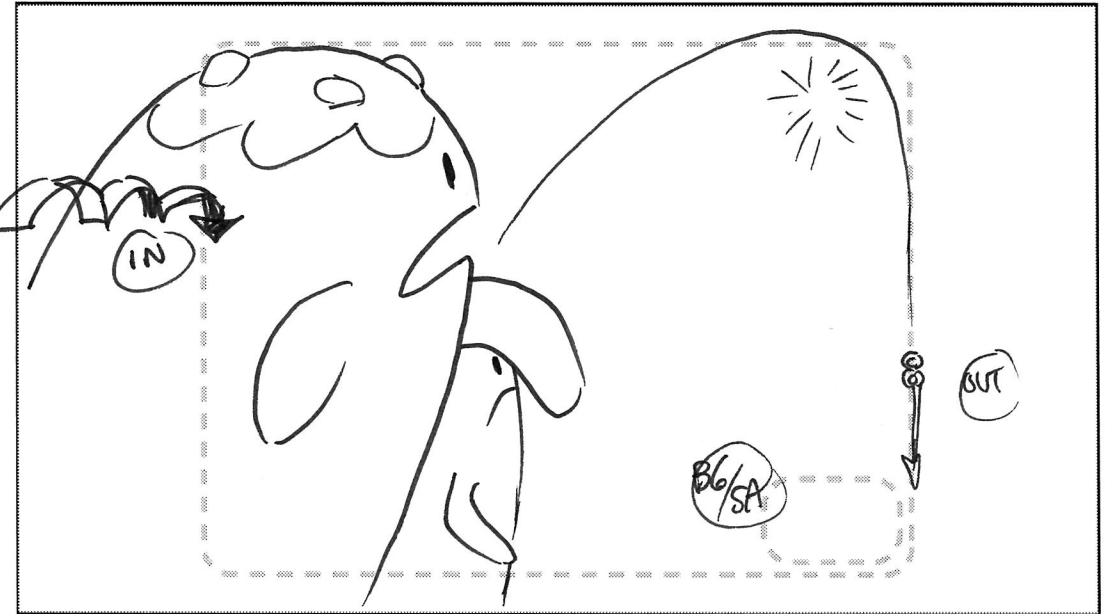


Page 213

Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:

B.GUARD:) * throwing grunt *

Action:



Timing:

B.GUARD * throwing grunt *

CANDY DUDE (OS): UGH! (hit by spear)

- candy people run around crazy in background
- Banana guards throw spears at comet.

EPISODE # 1025-203

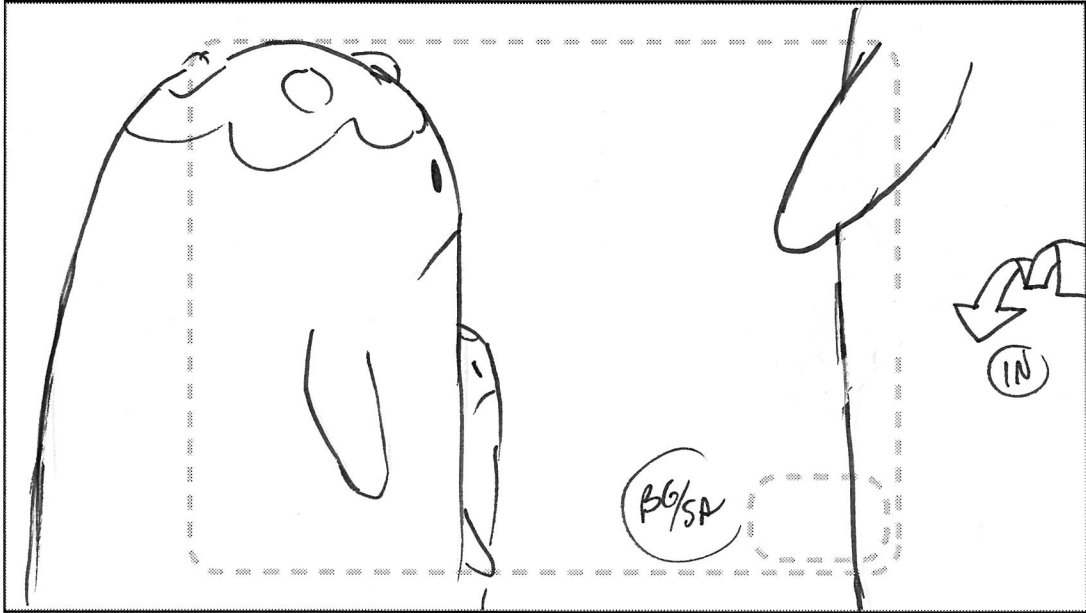
Production :

ADVENTURE TIME

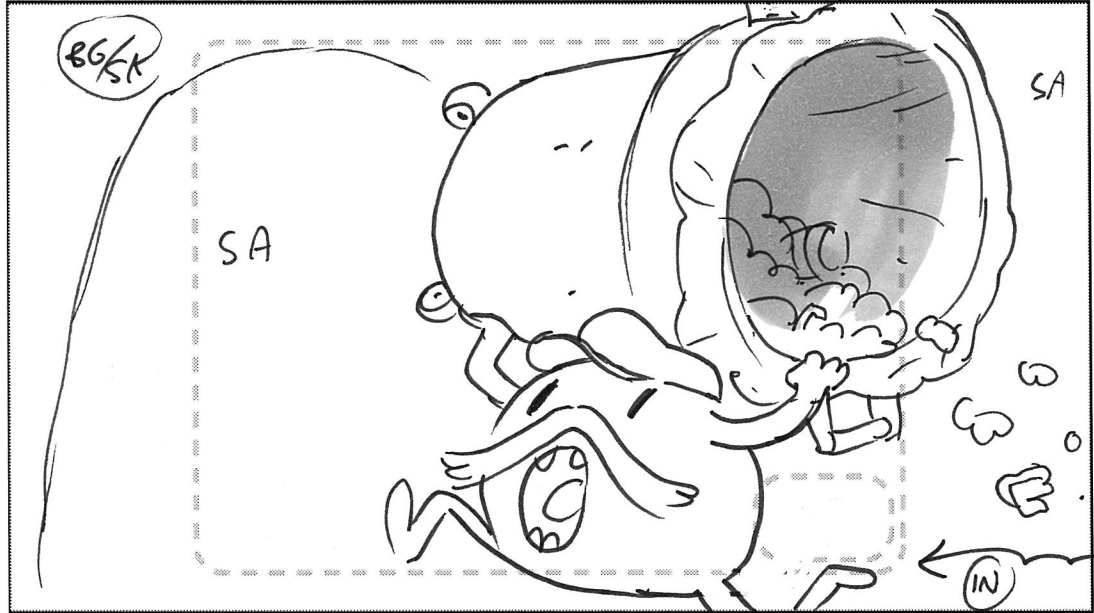


Page 214

Sc. 155 Pnl. C Bg. day night



Sc. 155 Pnl. D Bg. day night



Dialog:

STARCHY:

COMET! COOMMETTT!!

Action:

- Starchy runs in with garbage can.
Garbage tumbles out

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME



Sc. 155 Pnl. E Bg. day night

Dialog:	(ST: (Yell cont.) COMETT!!
Action:	
Timing:	

1025-203
EPISODE #
Production :

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ADVENTURE TIME

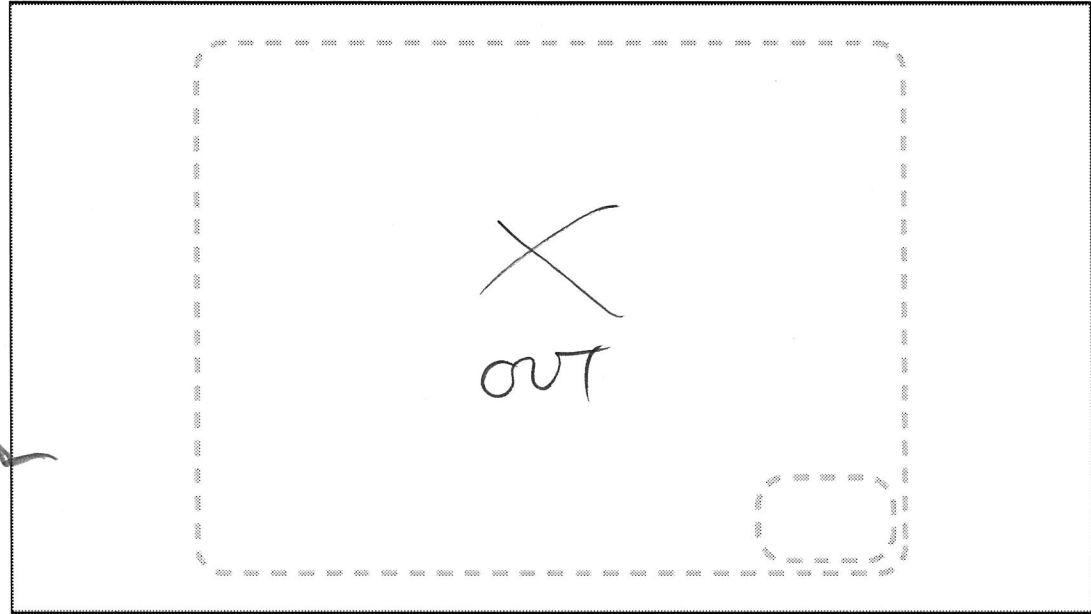


Page 216

Sc. 156 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

STARCHY: COMETT!!

Action:

- Starchy runs into shot

Timing:

EPISODE # 1025-203

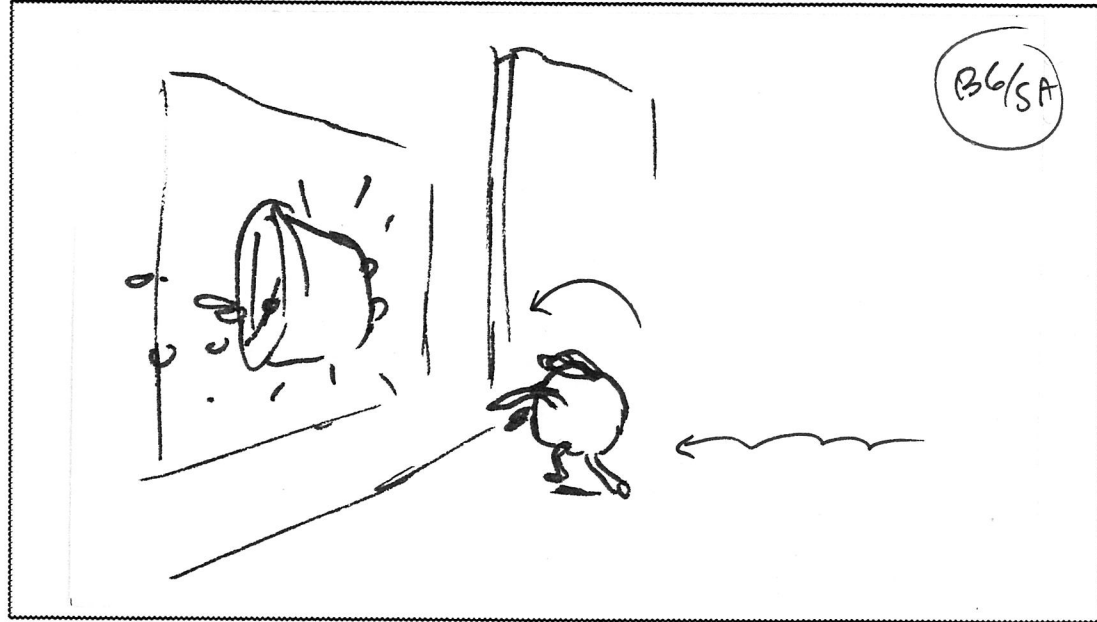
Production :

ADVENTURE TIME

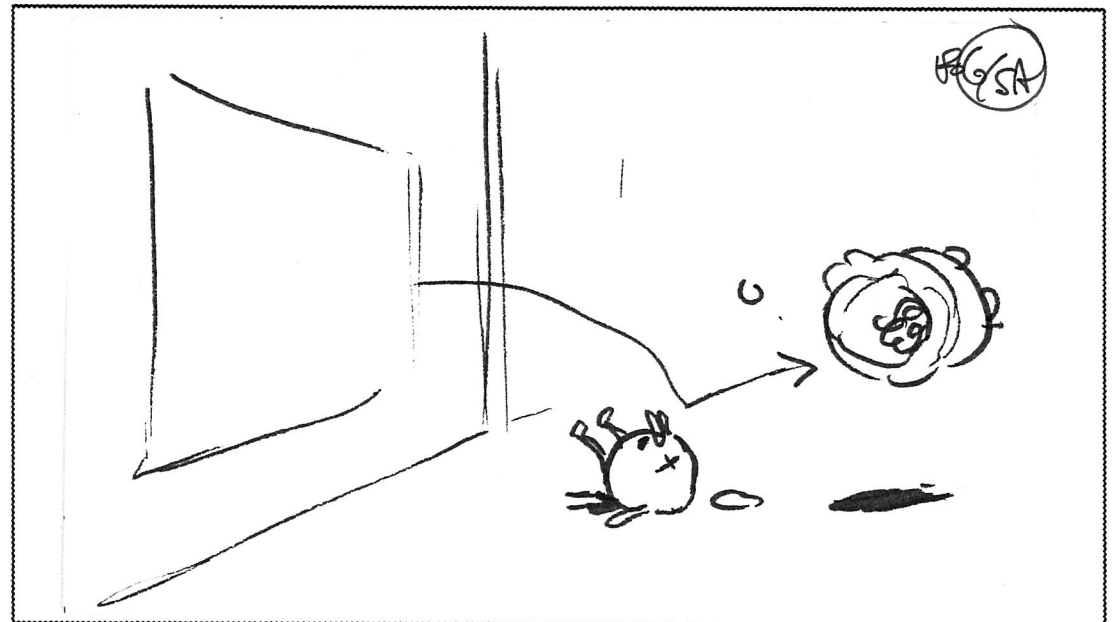


Page 217

Sc. 156 Pnl. B Bg. day night



Sc. 156 Pnl. C Bg. day night



Dialog:

SFX: {{BWONG}}

Action:

- plastic garbage can bounces off window and knocks Starchy unconscious

Timing:

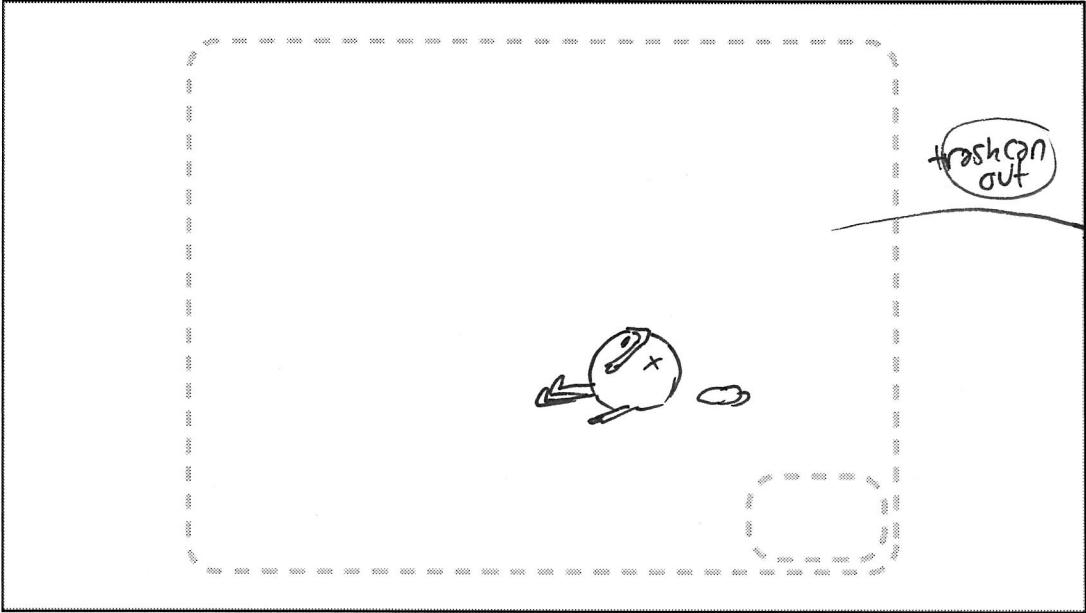
EPISODE # 1025-203

Production :

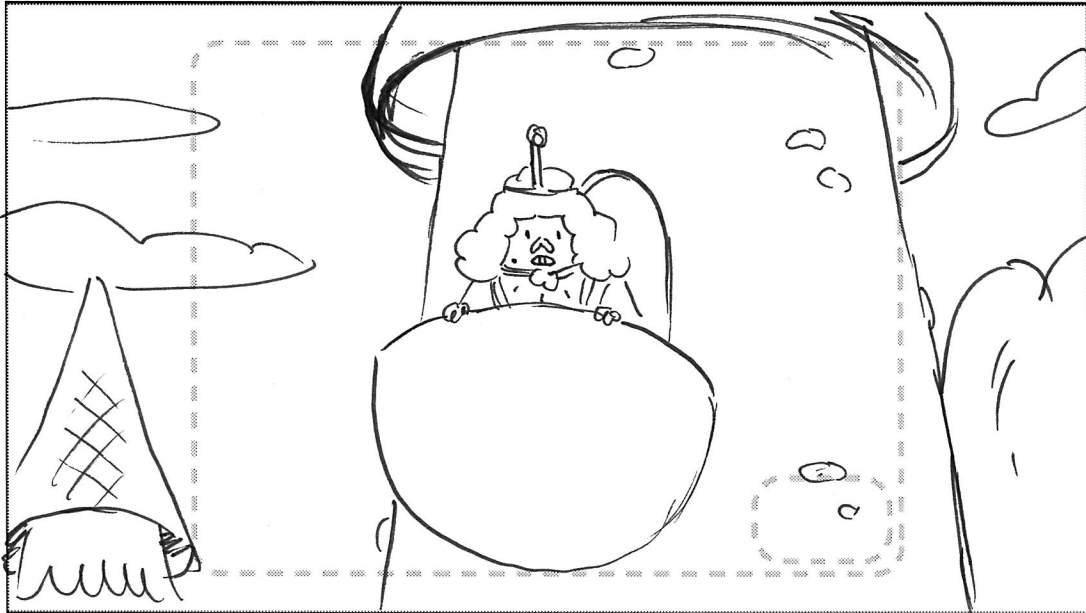
ADVENTURE TIME



Sc. 156 Pnl. D Bg. day night



Sc. 157 Pnl. A Bg. day night



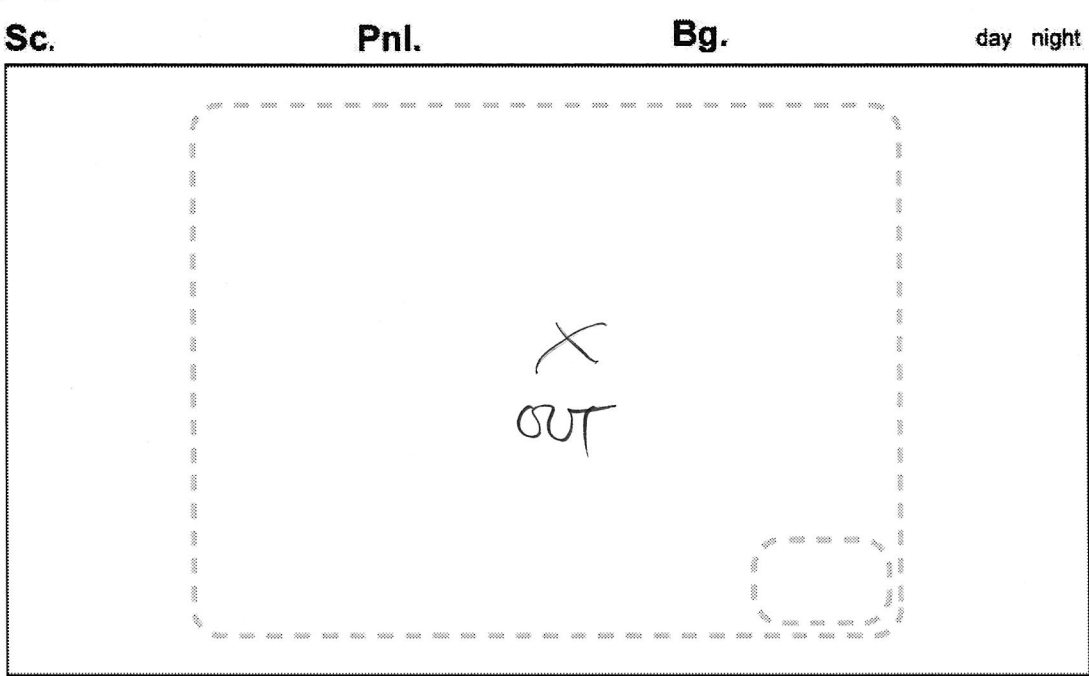
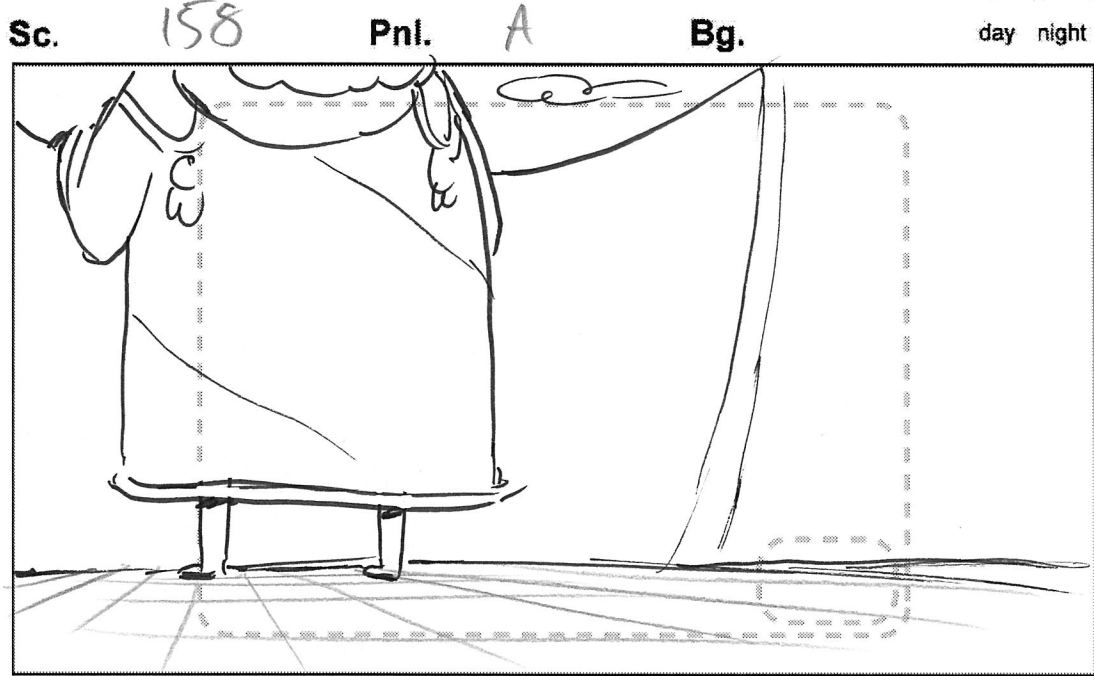
Dialog:	(K.O.O.) ghyaaa...
Action:	
Timing:	

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ADVENTURE TIME



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Dialog:

Action:

Timing:

EPISODE # 1025-203

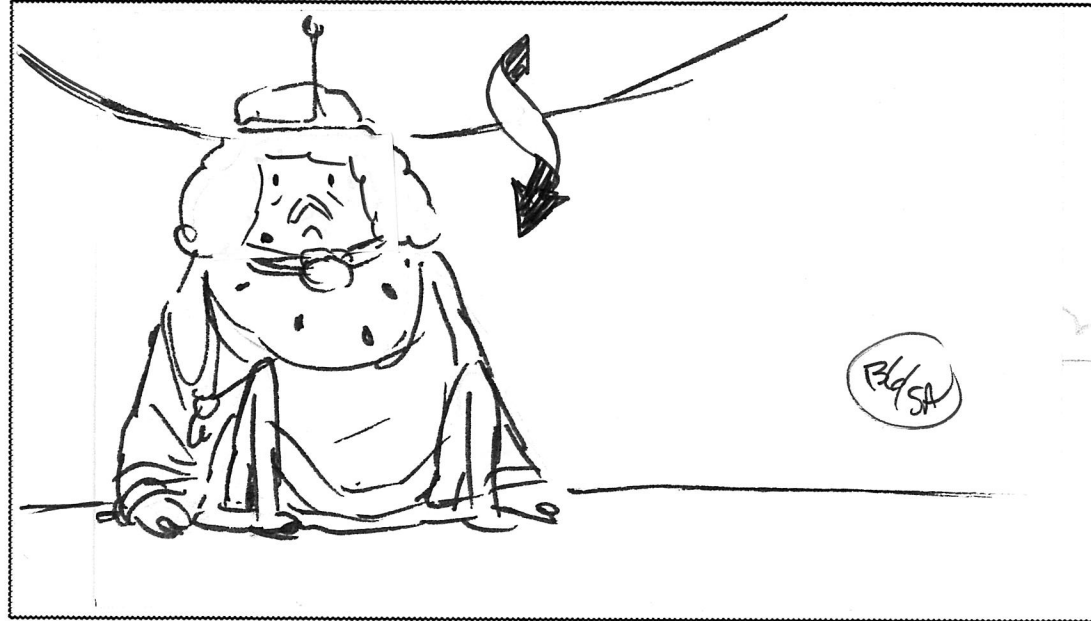
Production :

ADVENTURE TIME



Page 220

Sc. 158 Pnl. B Bg. day night



Sc. 158 Pnl. C Bg. day night



Dialog:

Action:

Timing:

(KOO) Toronto, I've
been Princess
for 4 hours *

* is this right?

- Toronto walks in, biting apple (candy apple??)

1025-203

EPISODE #

Production :

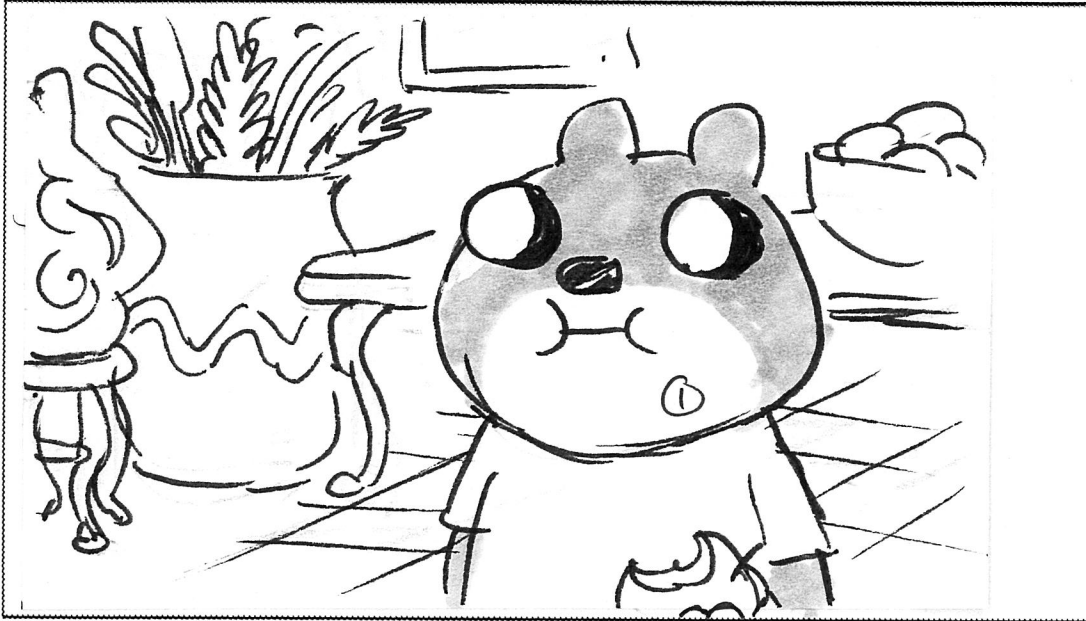
ADVENTURE TIME



221

Page 1

Sc. 159 Pnl. A Bg. day night



Sc. 160 Pnl. A Bg. day night



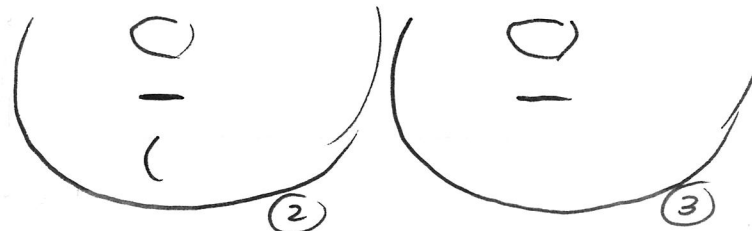
Dialog:

(T:) *swallows*

(Kou) And society has
already totally
collapsed,
plus now the
sky is falling
I guess?

Action:

Timing:



(Kou) ① Is this possible,
② somehow, ① my
fruit?



1025-203

EPISODE #

Production :

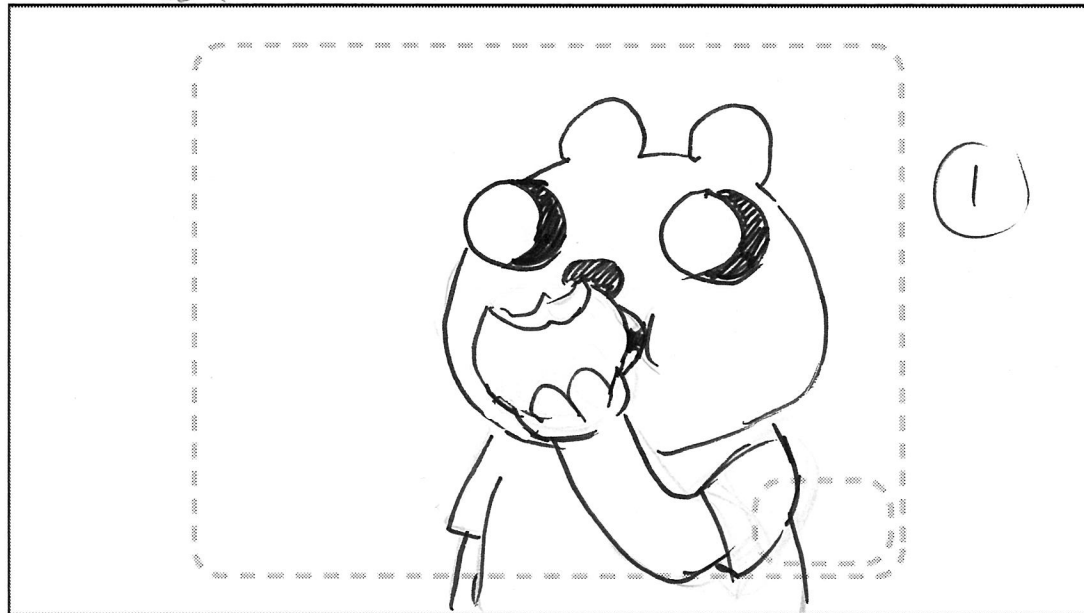
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ADVENTURE TIME



Page 222

Sc. 161 Pnl. A Bg. day night



Sc. 161 Pnl. B Bg. day night



Dialog:

TORONTO :) (food in mouth) WHAT!?

Action:

Timing:

1025-203

EPISODE #

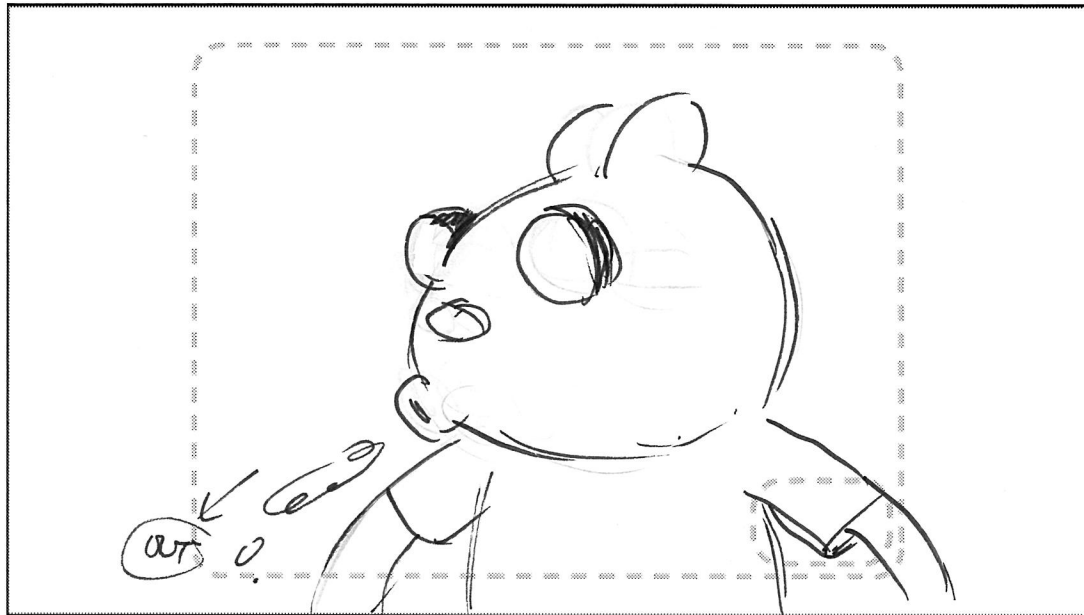
Production :

ADVENTURE TIME

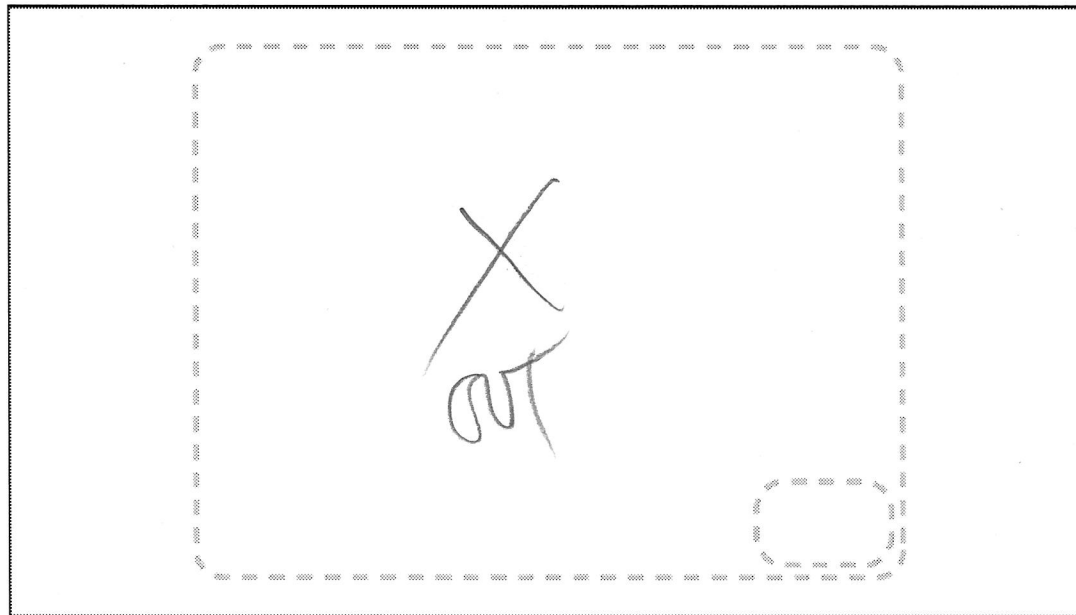


Page 223

Sc. 161 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>TORONTO</u> * pteuu *
Action:	-Toronto spits out chewed apple
Timing:	

EPISODE # 1025-203
Production :

ADVENTURE TIME

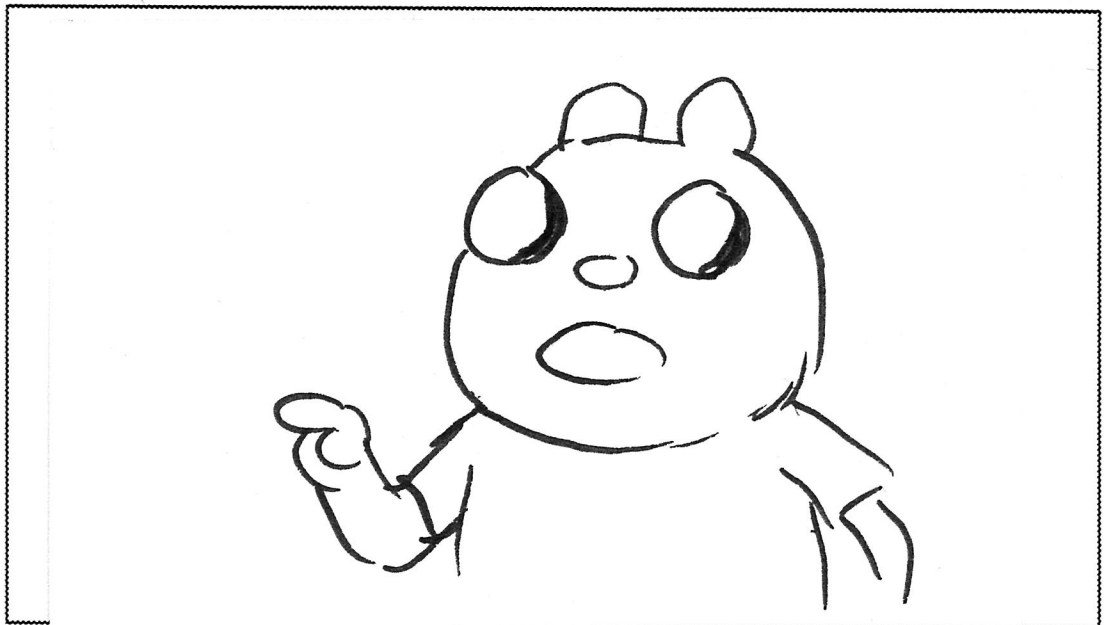


Page 224

Sc. 161 Pnl. D Bg. day night



Sc. 161 Pnl. E Bg. day night



Dialog:	<p>(T:) → <i>no way!</i></p>		
Action:	<p><i>Without your calming presence and selfless leadership this situation would've been a hundred times worse.</i></p>		
Timing:			

1025-203

EPISODE #

Production :

ADVENTURE TIME



225

Page

Sc.

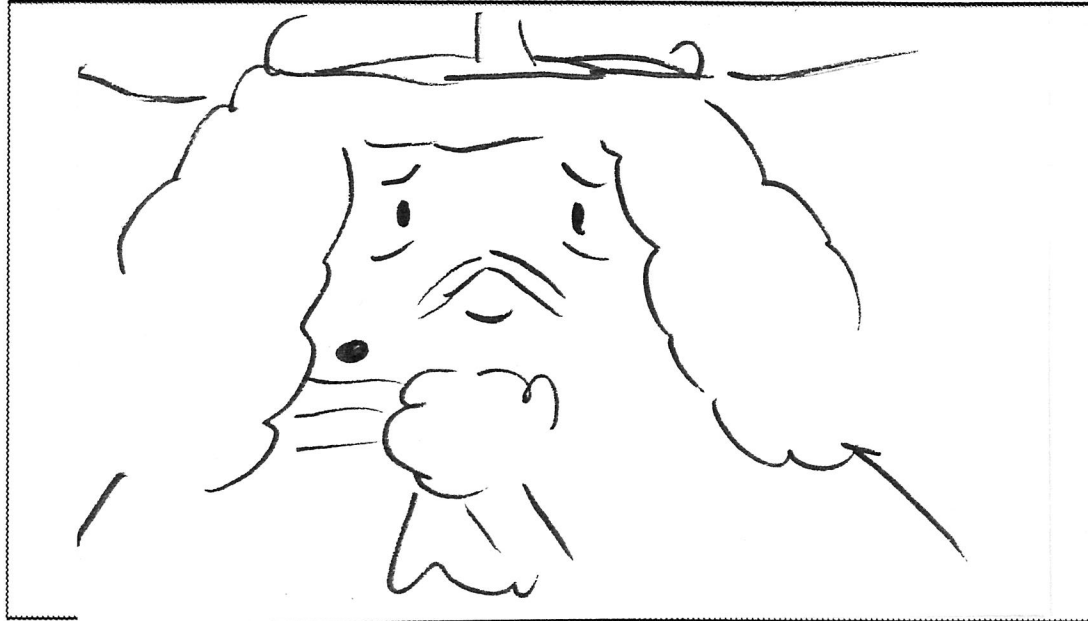
162

Pnl.

A

Bg.

day night



Sc.

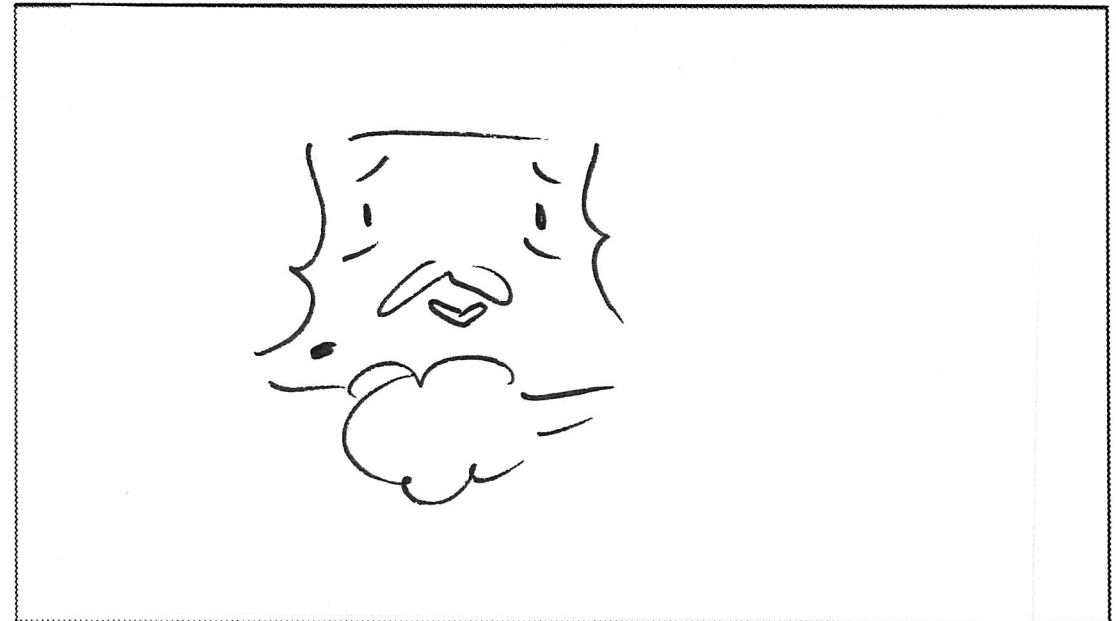
162

Pnl.

B

Bg.

day night



Dialog:

TORONTO OS History
will remember you
as Ooo's greatest
hero.

Action:

Timing:

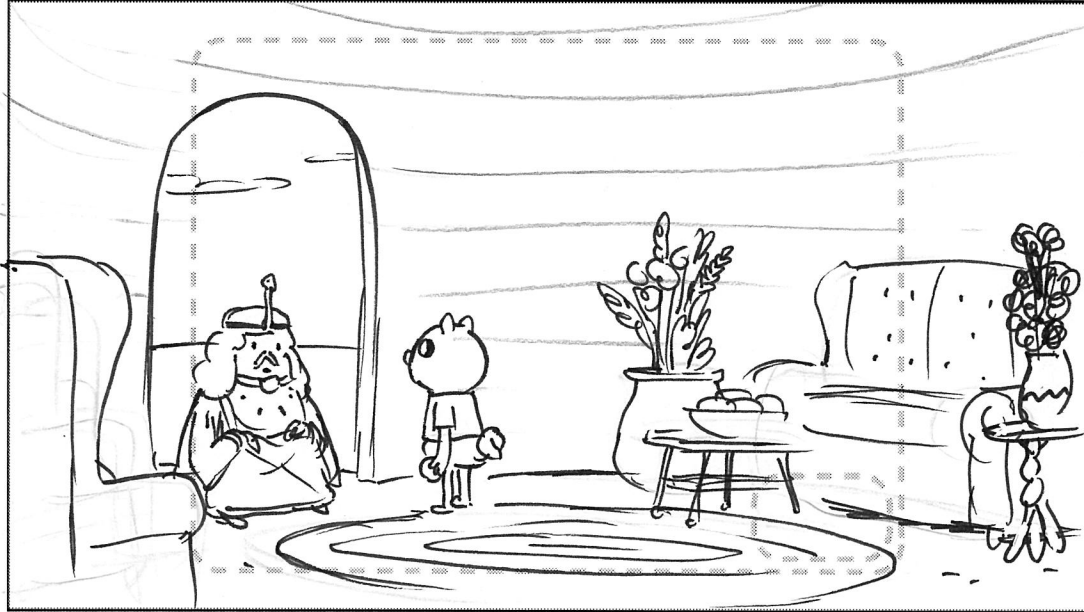
(Koo) Ah, Toronto, as
always
the voice of
reason.

ADVENTURE TIME

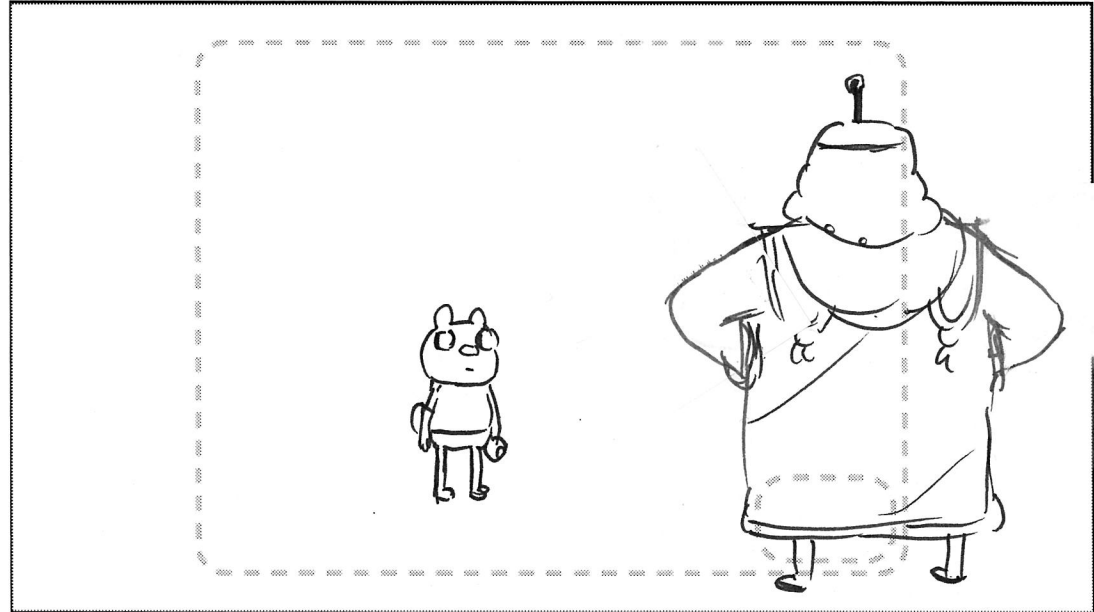


Page 226

Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



Dialog: (KOO) Once again my saintly nature
has compelled me, unthinking, to assume the burdens of others.

Action:

Timing:



1025-203

EPISODE #

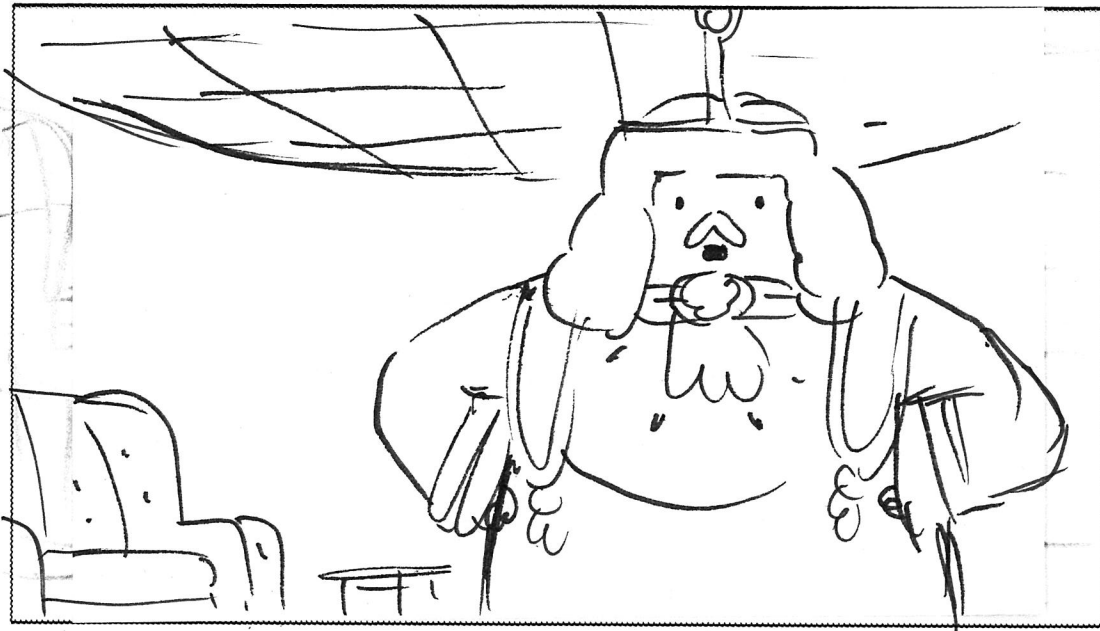
Production :

ADVENTURE TIME



227

Sc. 164 Pnl. A Bg. day night



Sc. 164 Pnl. B Bg. day night



Dialog:

K.O.O. ~~W~~ → ... but a true
justic demands
a true accounting

Action:

Timing:

EPISODE # 1025-203

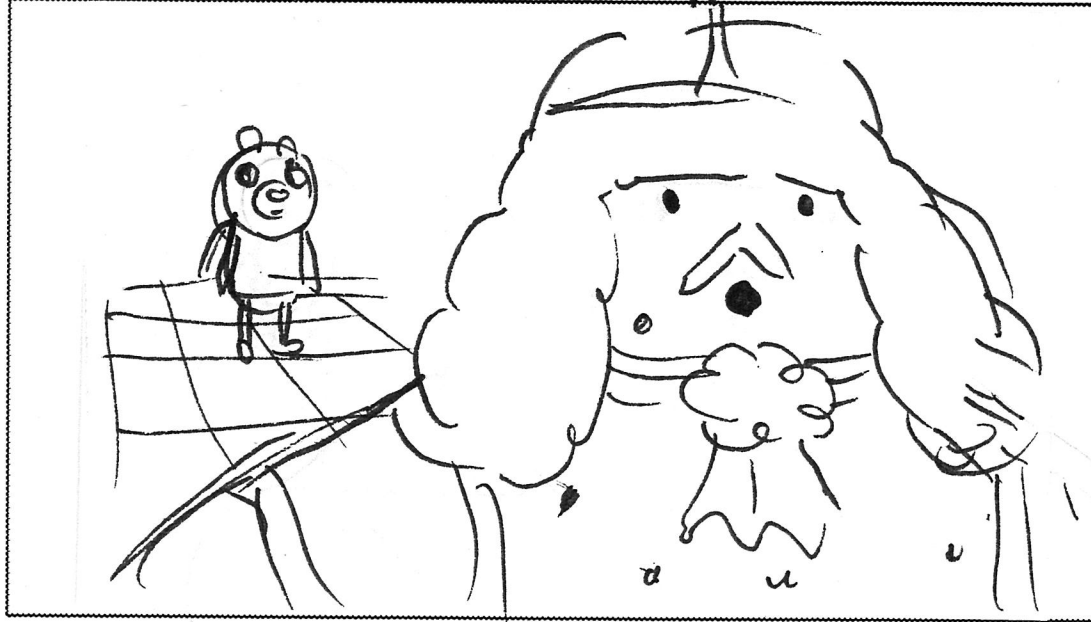
Production :

ADVENTURE TIME



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Sc. 165 Pnl. A Bg. day night



Sc. 165 Pnl. B Bg. day night



Dialog:

(KOU) and truly,
this is all Bubblegum's

Action:

fallllll... →

Timing:

(SFX) cumble
+ shake



→ ||| + + + ...

- Ground starts to shake,
causing Toronto to fall

EPISODE # 1025-203

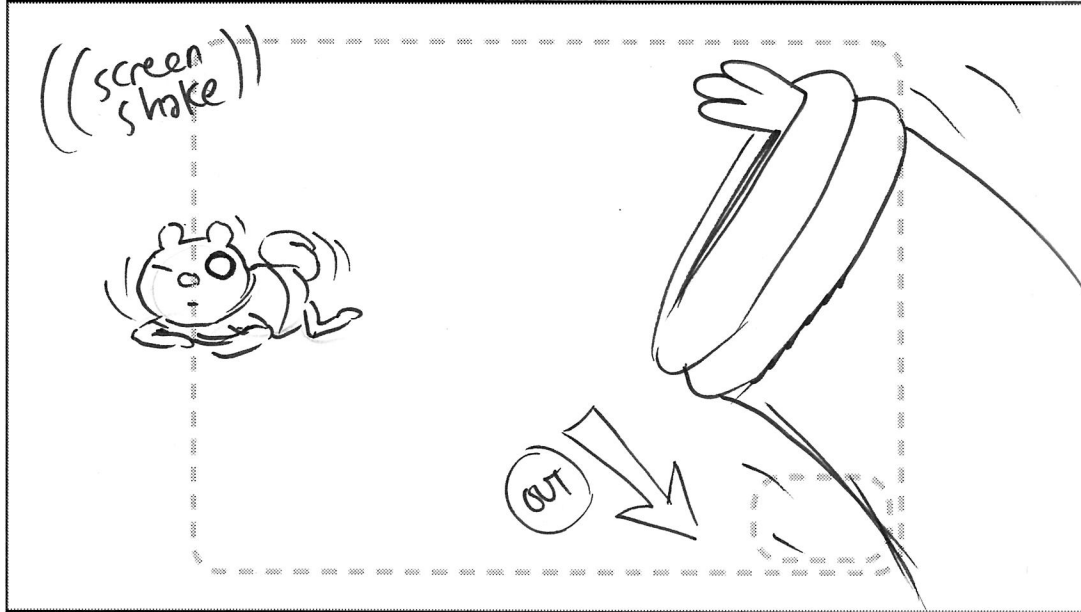
Production :

ADVENTURE TIME



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Sc. 165 Pnl. C Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

(K.O.O.) Whoa!

Action:

- Shaking ground causes King of Ooo to fall.

Timing:

EPISODE # 1025-203

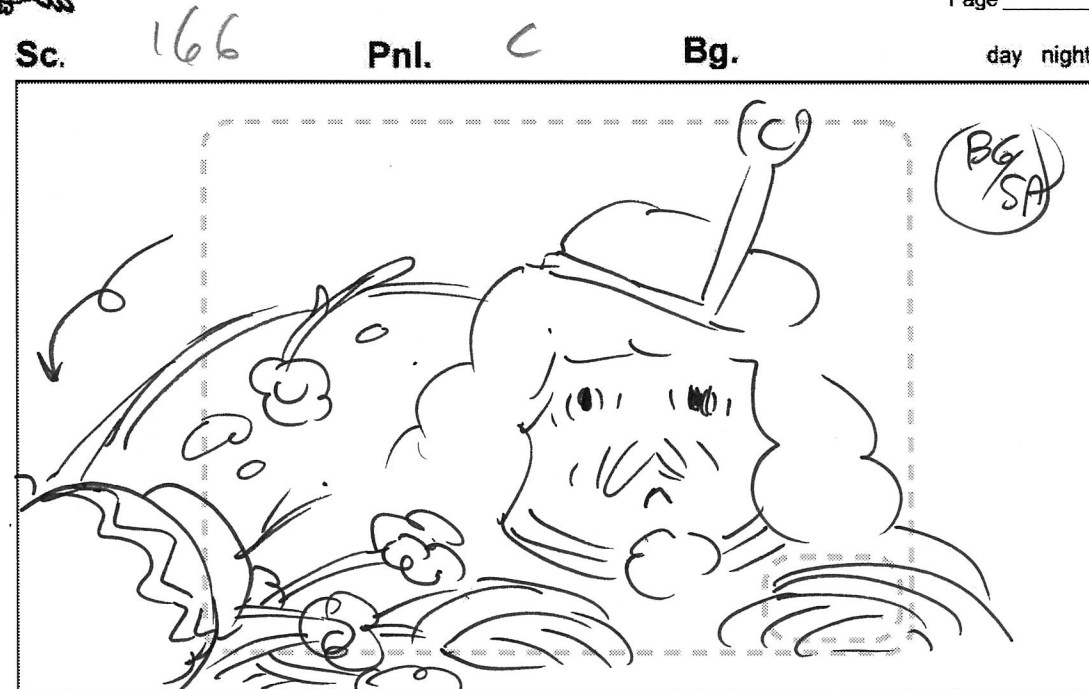
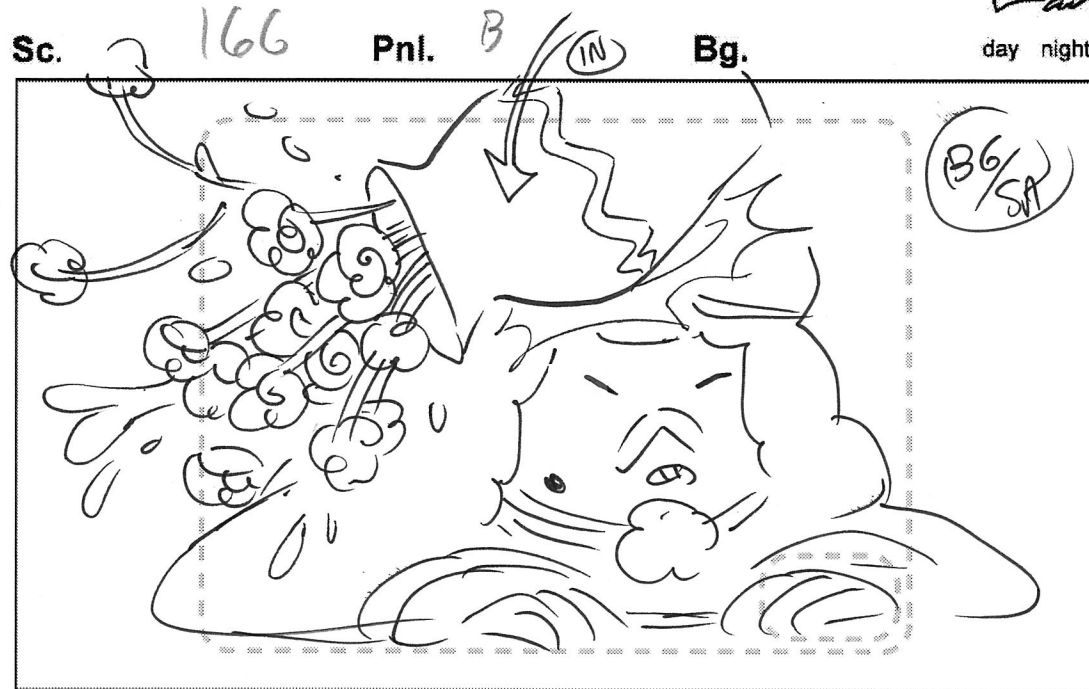
Production :

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ADVENTURE TIME



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Dialog:

Action: -flowers/vase fall on King of Ooo

Timing:

1025-203

EPISODE #

Production :

ADVENTURE TIME

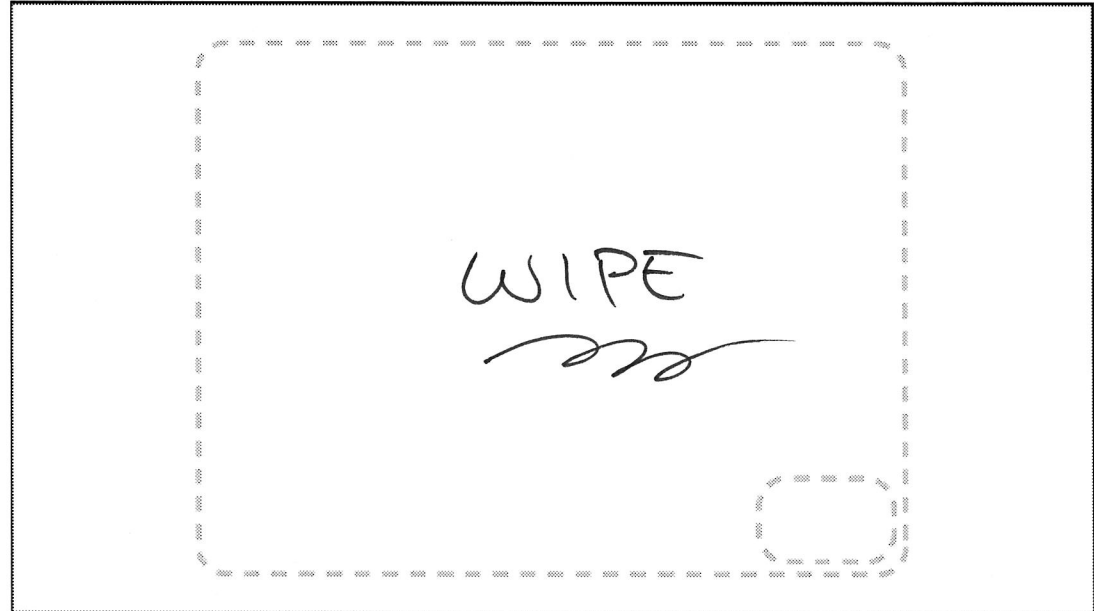


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Sc. 166 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog: KOO Good Glob what nowwwww...
(vibraty)

Action:

Timing:

1025-203

EPISODE #

Production :

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ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night

Sc. 167 Pnl. B Bg. day night

Dialog:

* ♪ RADIO MUSIC ♪ *

Action: (Similar to "The Lich" - paint roller rolls on screen

Timing:

EPISODE # 1025-203

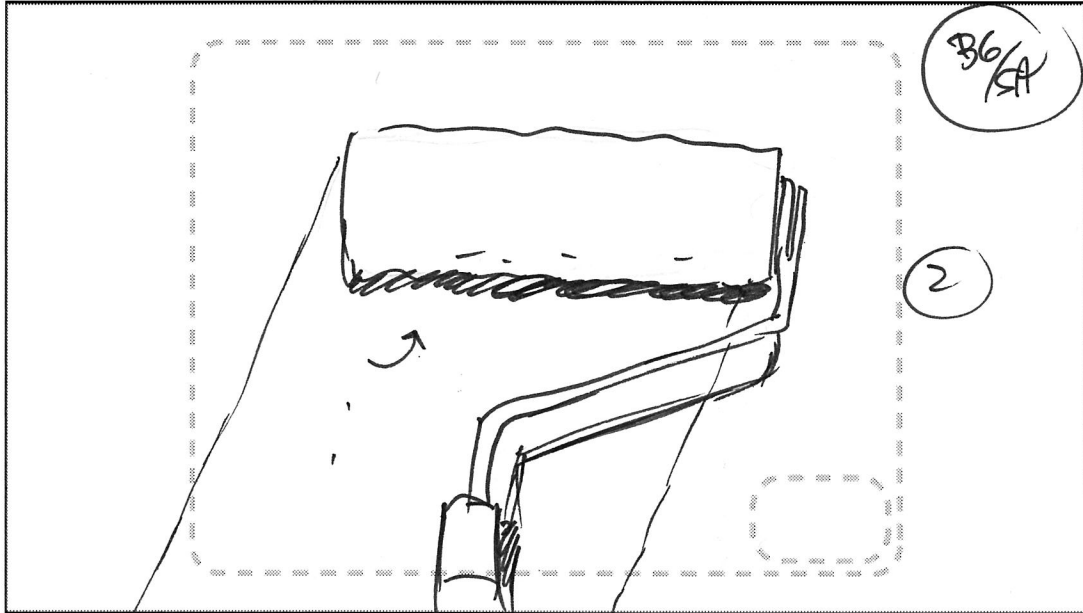
Production :

ADVENTURE TIME

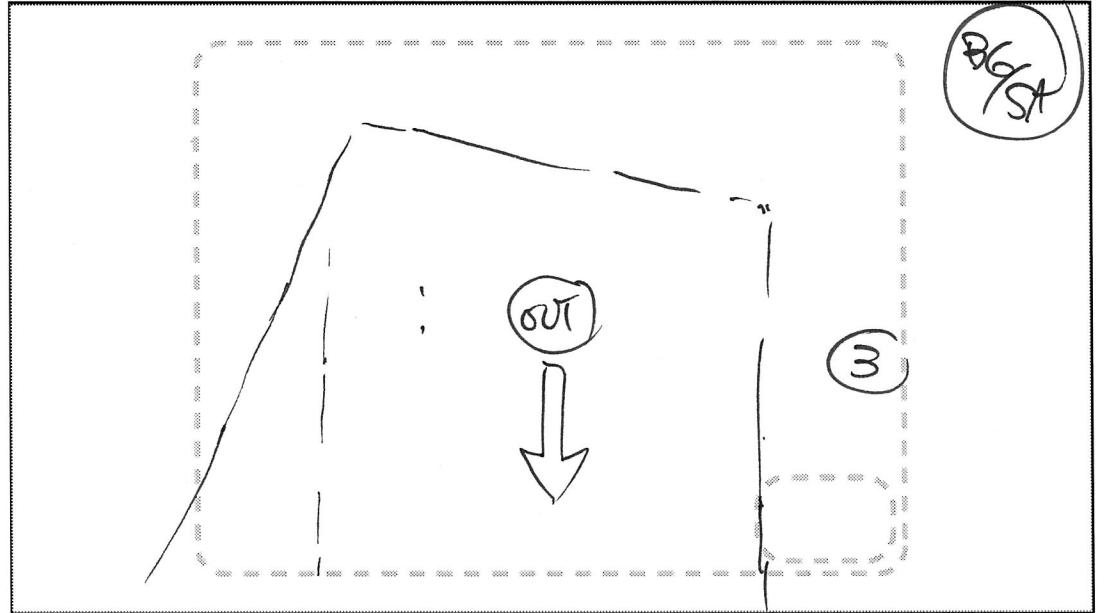


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Sc. 167 Pnl. C Bg. day night



Sc. 167 Pnl. D Bg. day night



Dialog:

Action:

①②③: one fluid motion

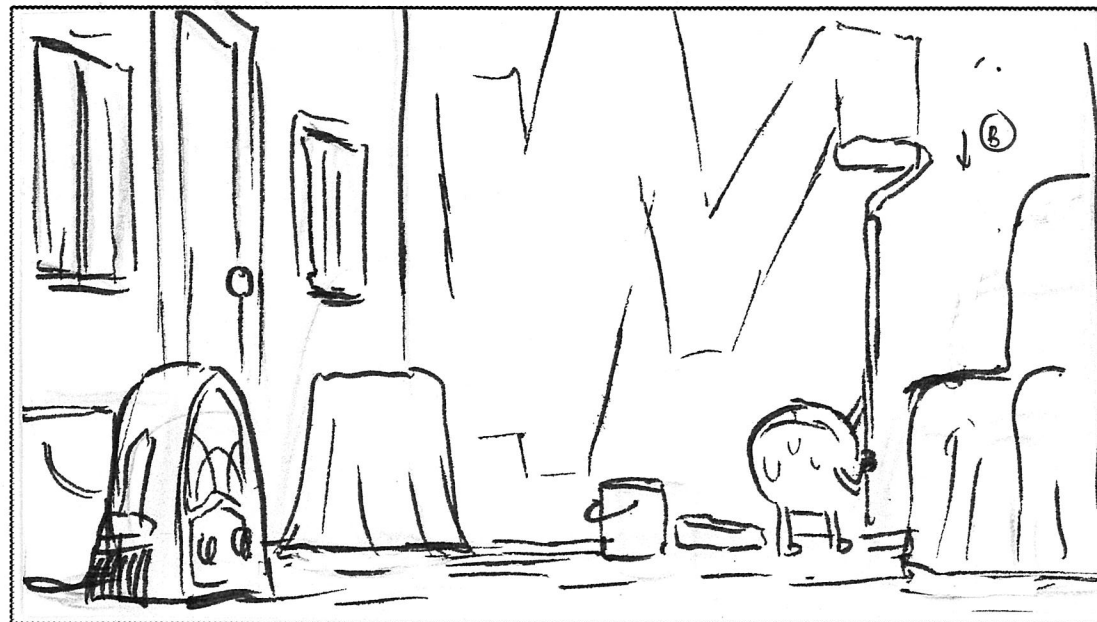
- print roller rolls off screen

Timing:

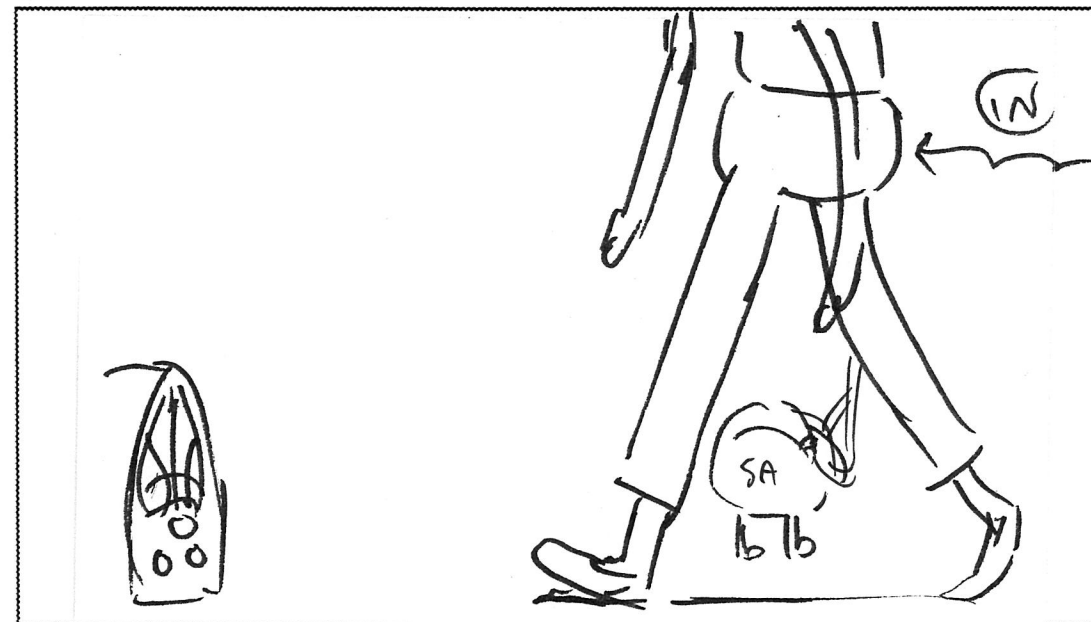
EPISODE # 1025-203

Production :

Sc. 168 Pnl. A Bg. day night



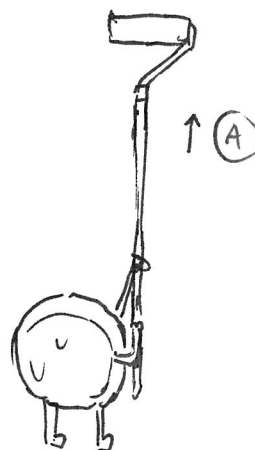
Sc. 168 Pnl. 13 Bg. day night



Dialog:

Action: Pep Butler rolls print on wall.

Timing:



- PB walks in

1025-203

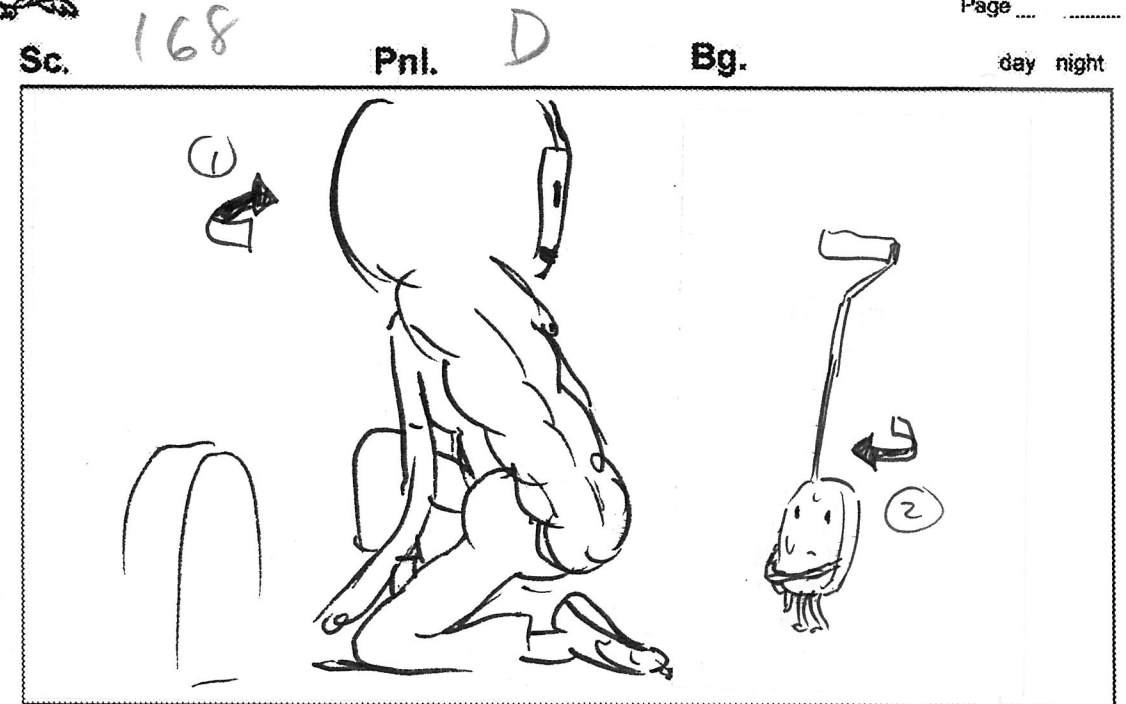
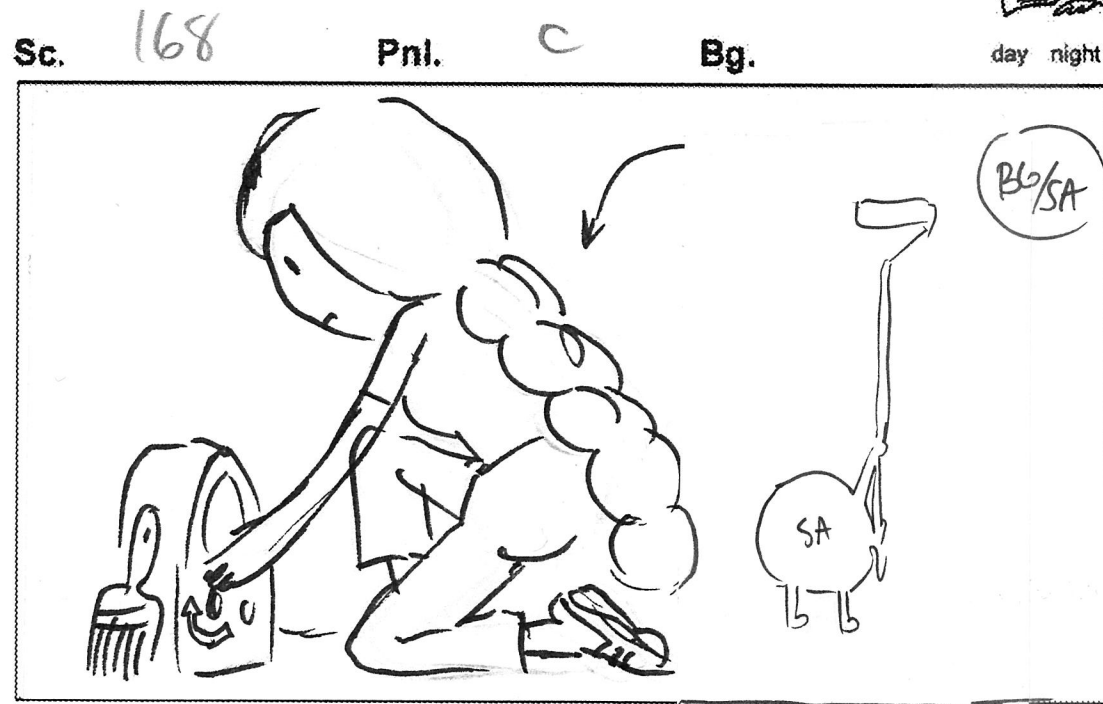
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

SFX: * turns radio
down *

Action:

PB turns knob on radio, lowering volume.

Timing:

(PB) Lookin good
Peps!

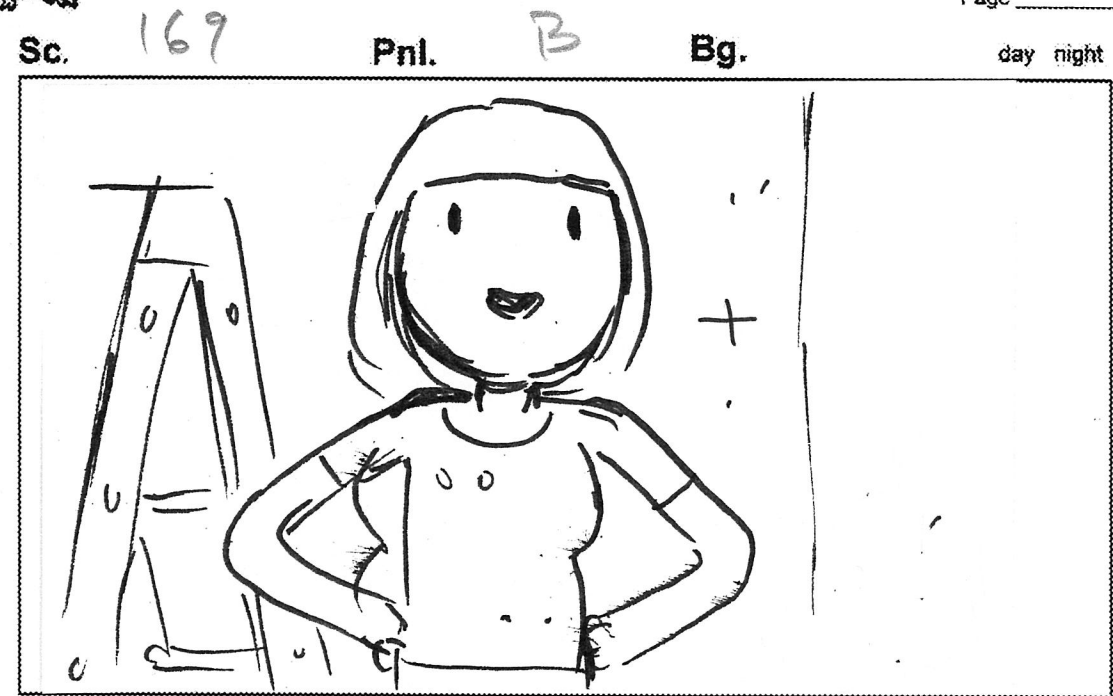
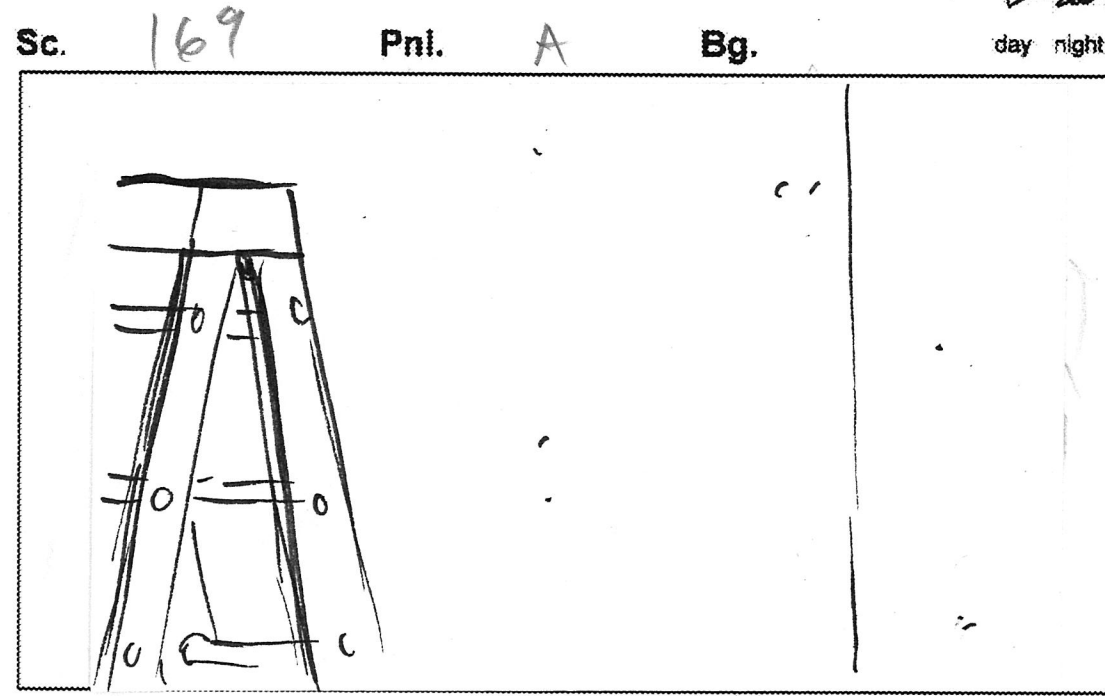
EPISODE # 1025-203

Production :

ADVENTURE TIME



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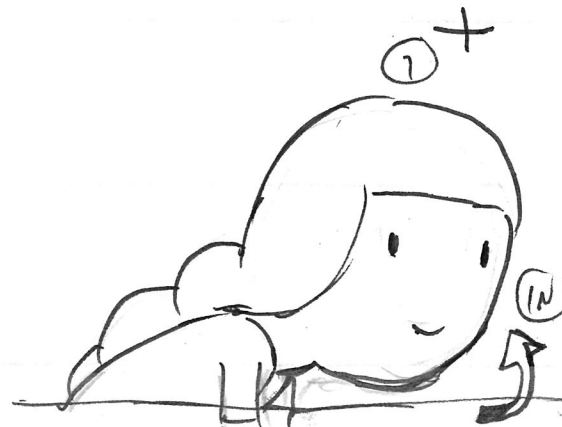
Dialog:

Action:

Timing:

(PB) Mon this feels kinda good, right?

- PB stands up



EPISODE # 1025-203

Production :

ADVENTURE TIME



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Sc. 169 Pnl. C Bg. day night

Sc. 169 Pnl. D Bg. day night

Dialog:	→ it's like we're building a whole new kingdom from scratch!	→ only w/out all my beloved citizens this time...
Action:		
Timing:		

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1025-203

EPISODE #

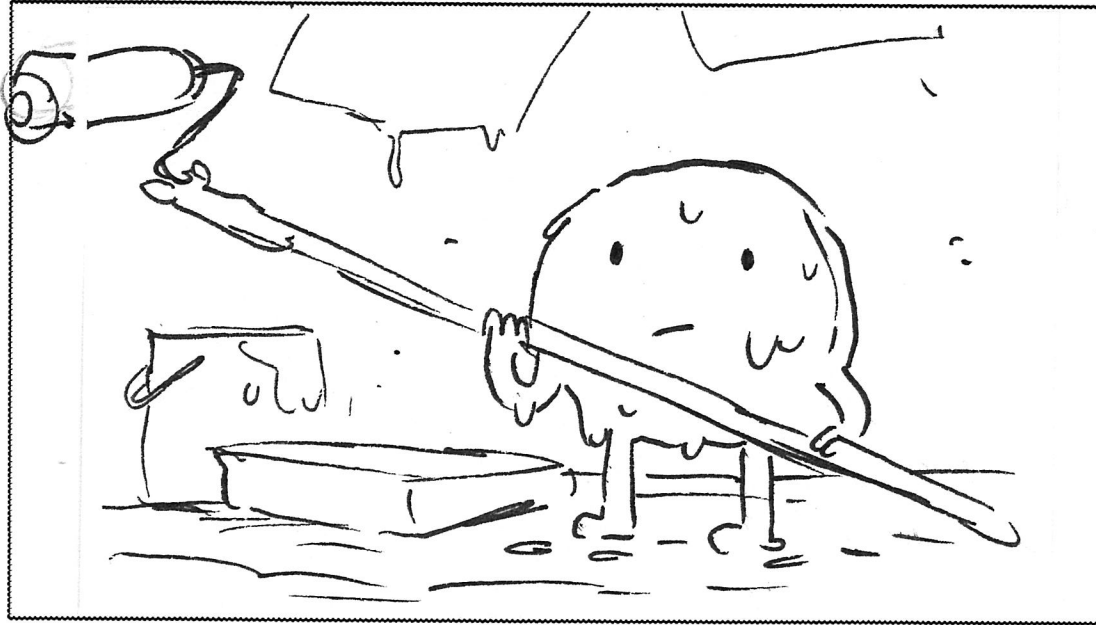
Production :

ADVENTURE TIME

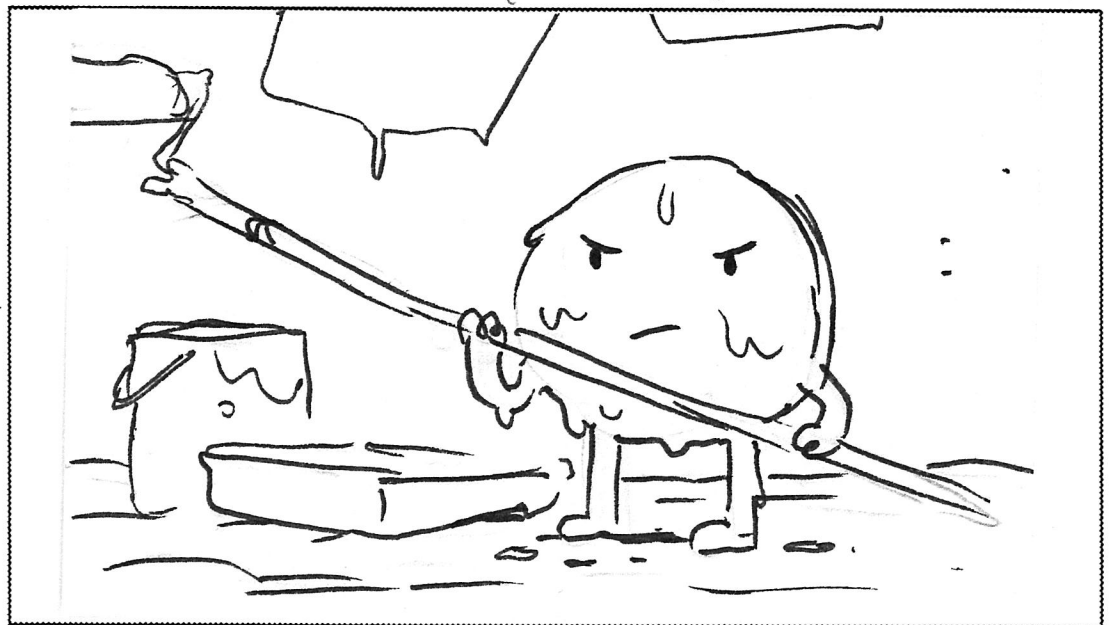


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Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:	(PB)(OS)(annoyed - to self) w/ their dull, pleading, chicken- eyes..
Action:	
Timing:	

1025-203

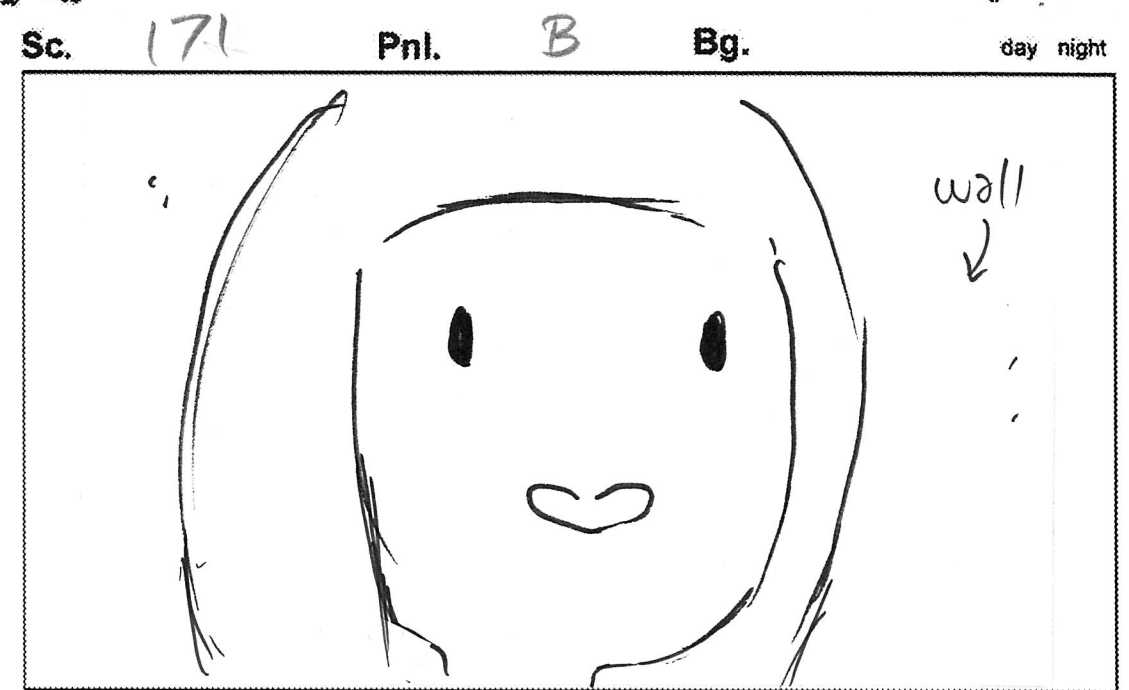
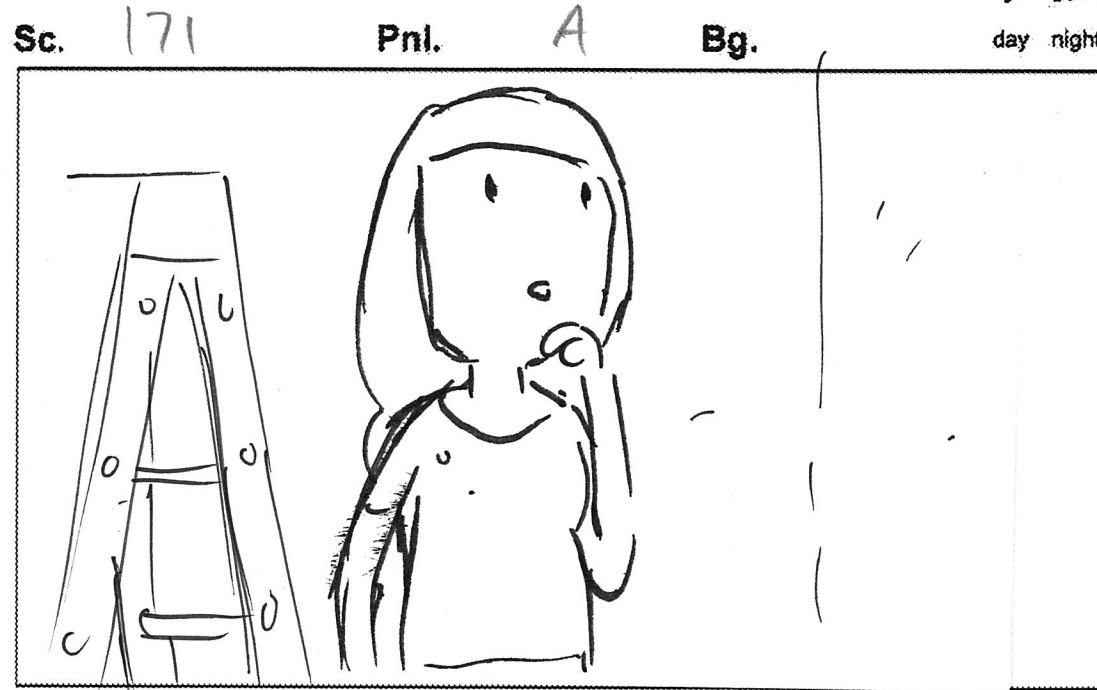
EPISODE #

Production :

ADVENTURE TIME



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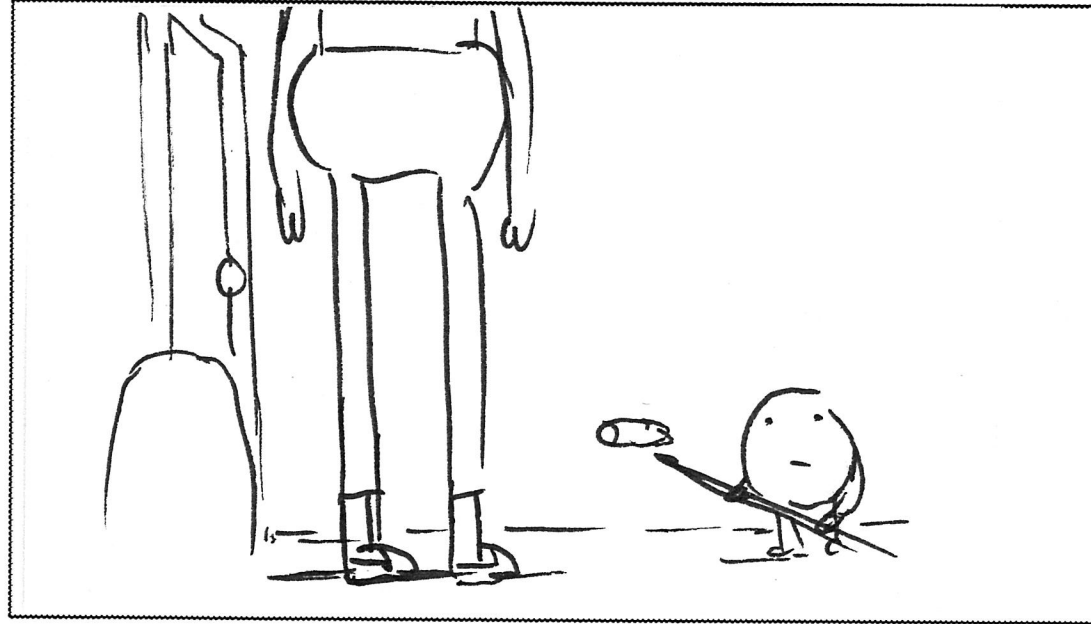
Dialog:	(PB) maybe the king of ooo could hold down the fort for a little while...	→ I mean, what's the worst that could happen?
Action:		
Timing:		

ADVENTURE TIME

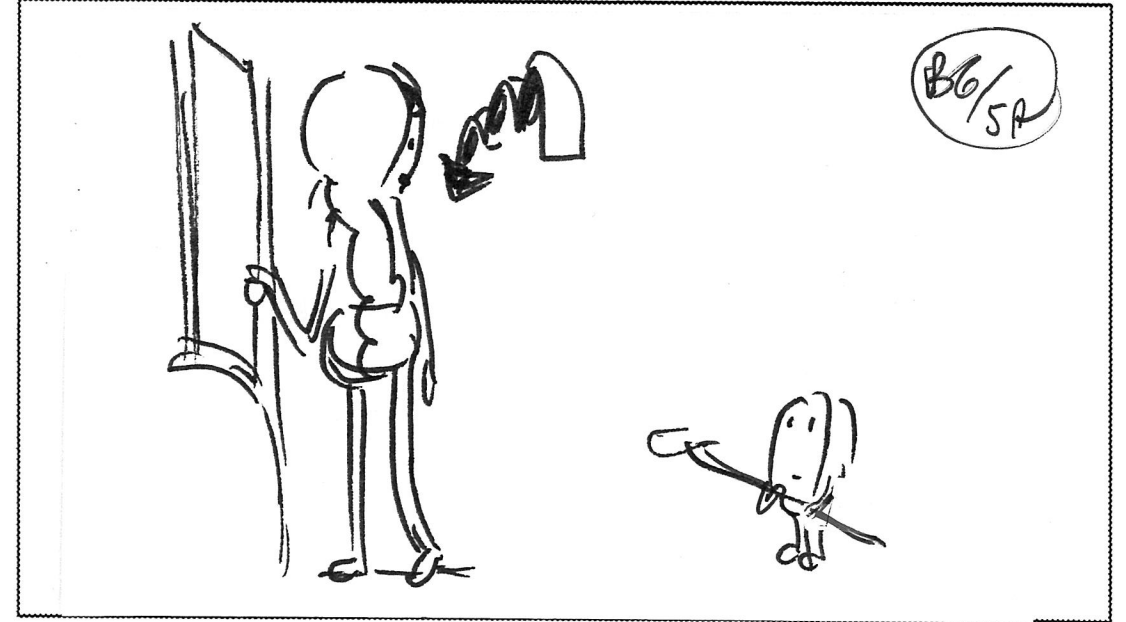


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Sc. 172 Pnl. A Bg. day night



Sc. 172 Pnl. B Bg. day night



Dialog:

(PB) Anyway I'm gonna get some fresh air -

(PB) → B.R.B.

Action:

- PB walks to door, grabs knob.

Timing:

1025-203

EPISODE #

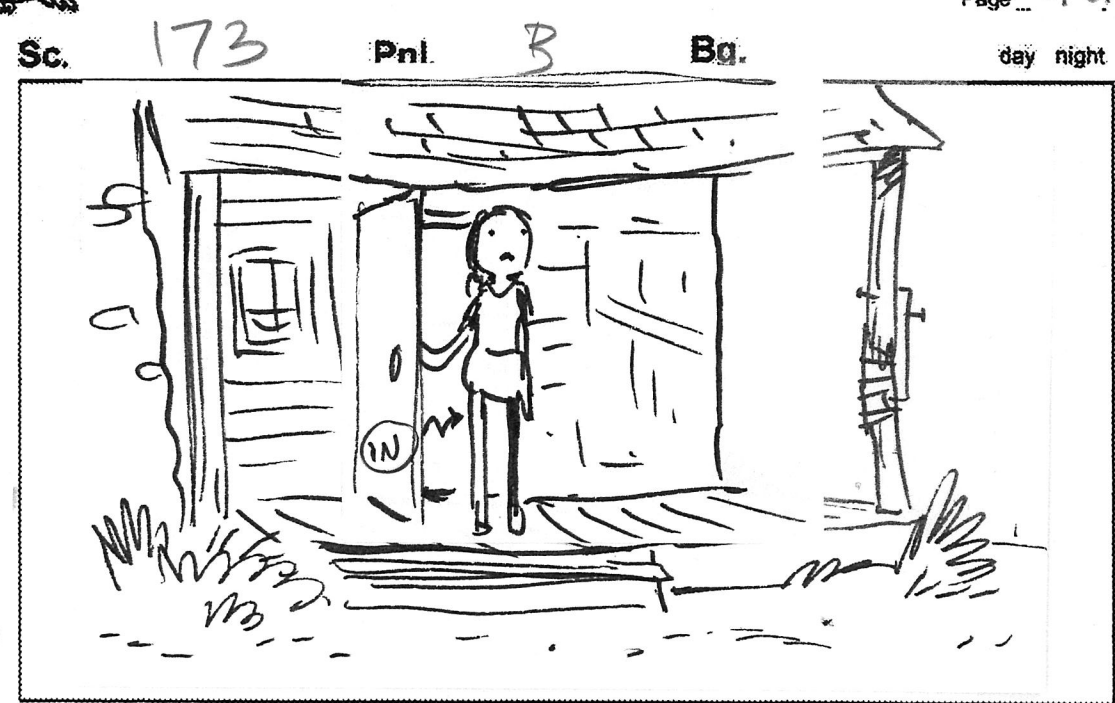
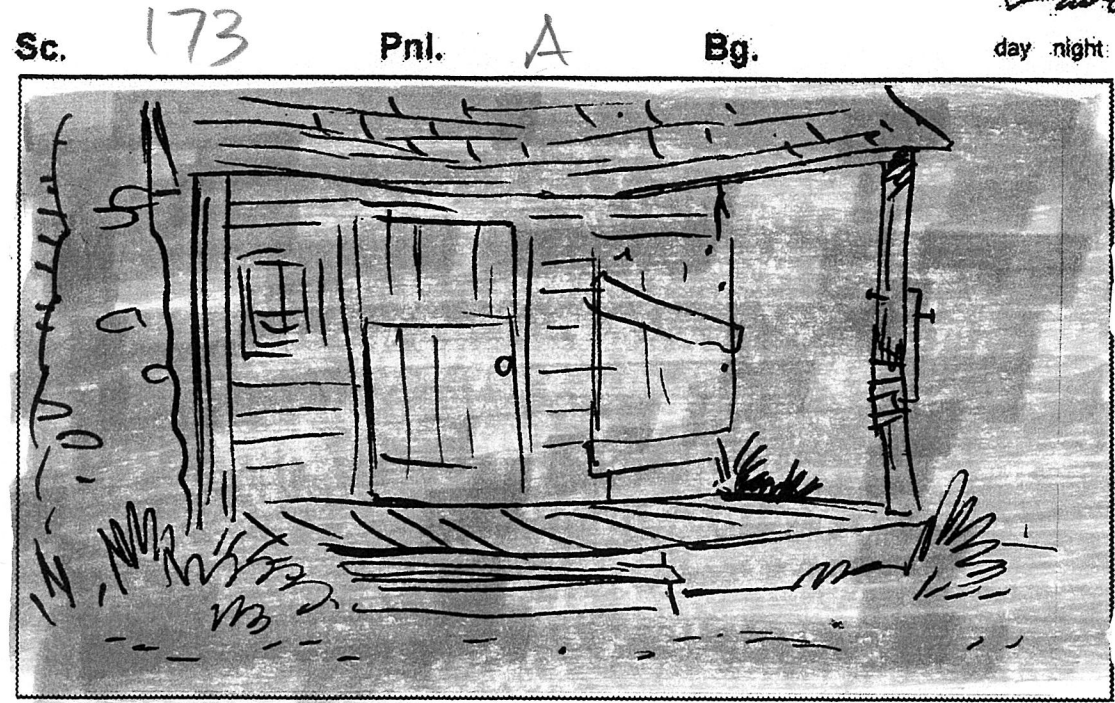
Production :

ADVENTURE TIME



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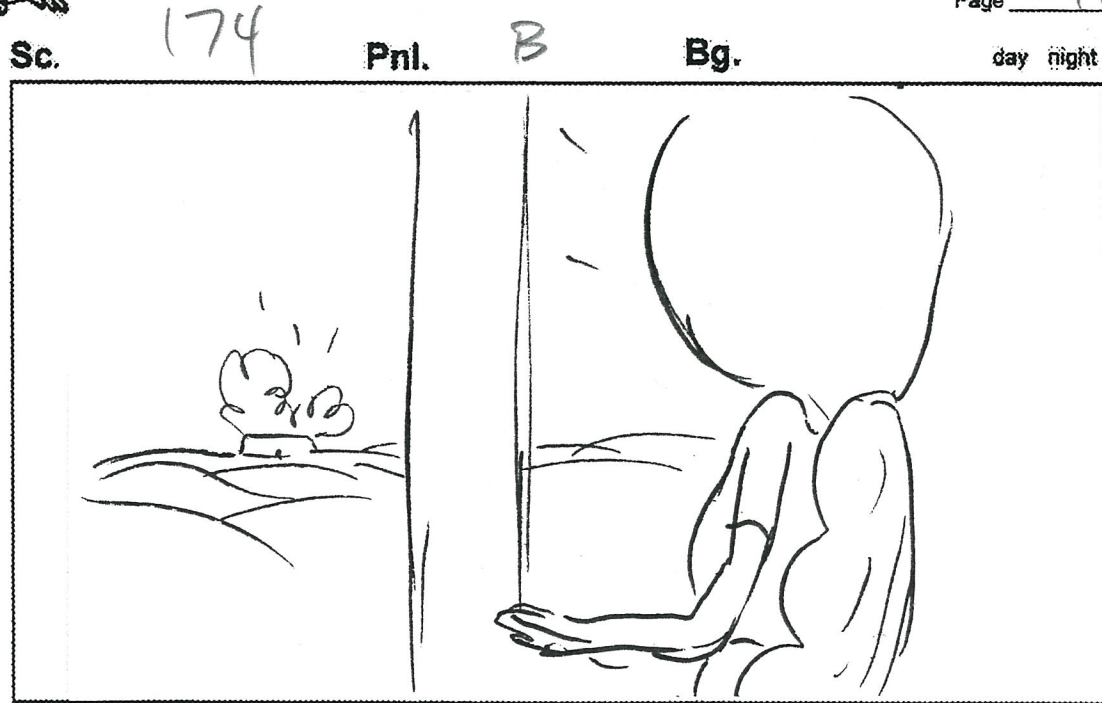
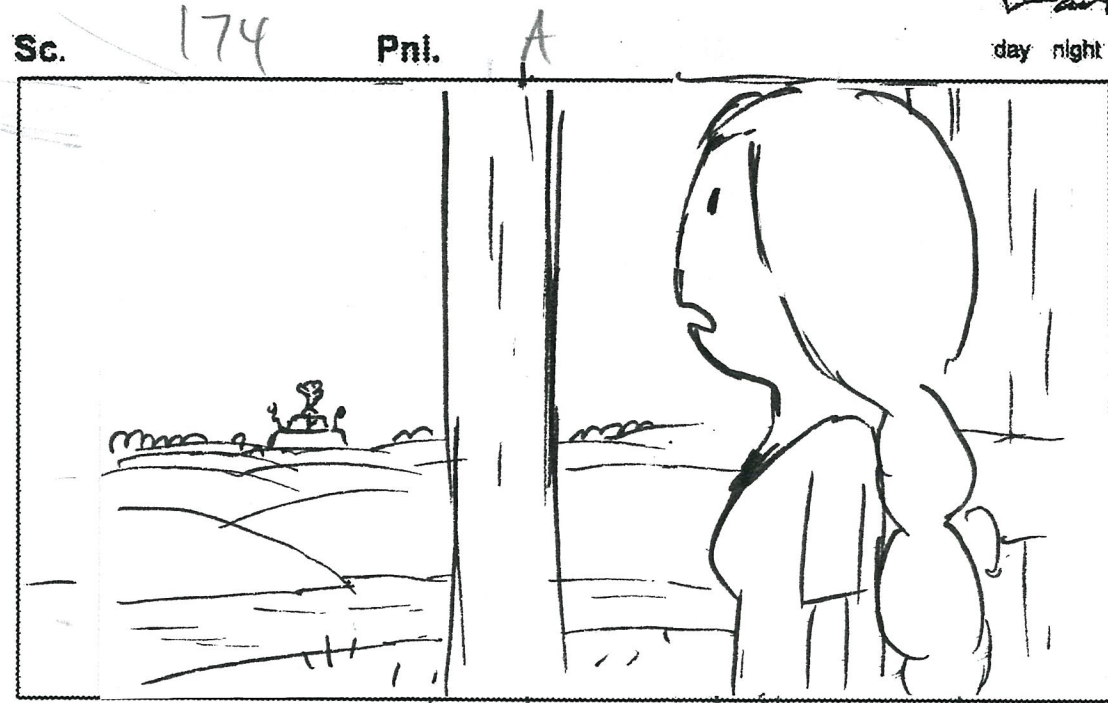
Dialog:	(PB) what the?
Action:	light purplish overlay - PB walks outside, is confused by purplish hue to air.
Timing:	

1025-203
EPISODE #
Production :

ADVENTURE T



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Dialog:

(PB) Why's it so purple
outsi

SFX: MUTED
BOOM

Action:

- Dust cloud engulfs Candy Kingdom within
outer wall.

Timing:

END